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Time to take an in-depth look at some games of the future. We give you an advance warning...

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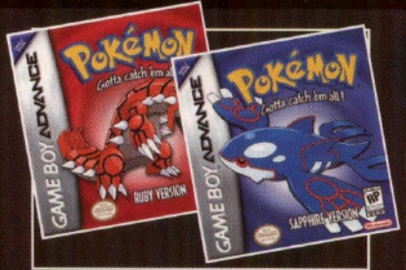

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POKEMON ROADSHOW COMING TO TOYS R US

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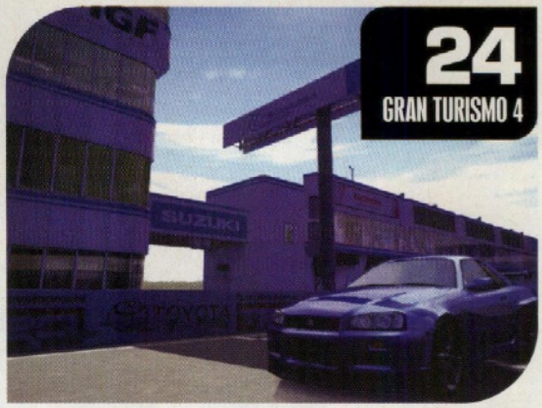

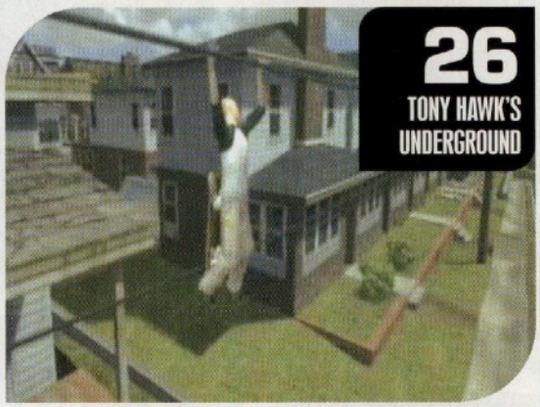

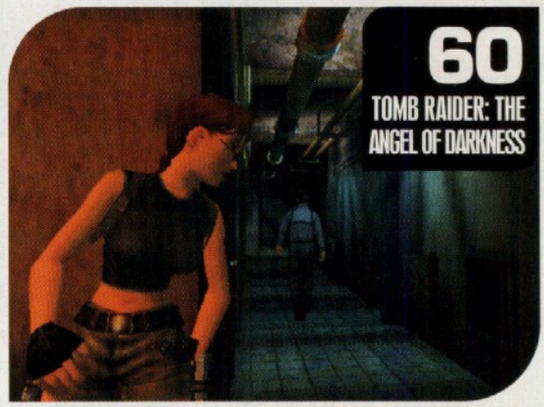

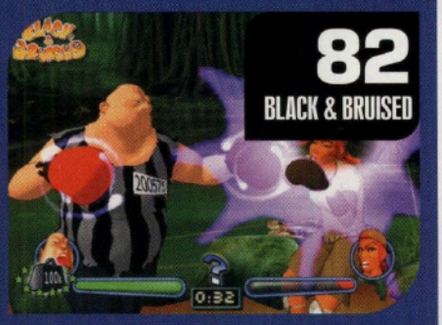

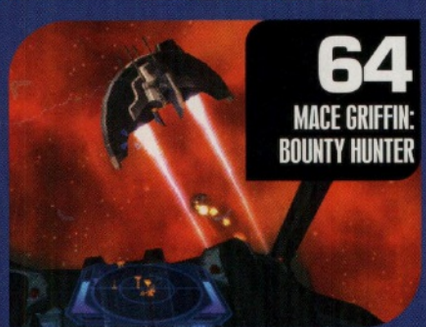

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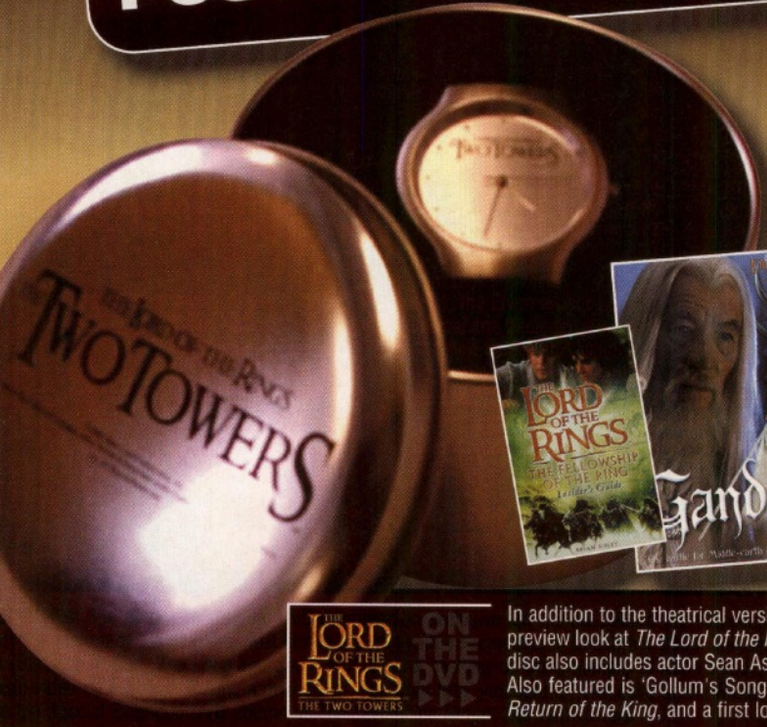

Following the death of Boromir (Sean Bean) and the plunge into the pit at Khazad-dûm of Gandalf the Grey (Sir Ian McKellen), The Fellowship of the Ring disbanded. Though splintered into separate groups, the members of the original assemblage are no less determined to fulfil Frodo's heroic quest.

The Lord of the Rings: The Two Towers begins in the hills of Emyn Muil, where lost Hobbits Frodo (Elijah Wood) and Sam (Sean Astin) realise they're being followed by the mysterious and extraordinarily-rendered Gollum (Andy Serkis), a mercurial creature warped by his proximity to the Ring. Gollum promises to guide the Hobbits to the Black Gates of Mordor – but can they trust him?

Across Middle-earth, Aragorn (Viggo Mortensen), the Elven archer Legolas (Orlando Bloom) and Gimli the Dwarf (John Rhys-Davies) encounter the besieged Kingdom of Rohan, whose once-great King Theoden (Bernard Hill) has fallen under the deadly spell of evil wizard Saruman the White (Christopher Lee), through the machinations of his spy, the sinister Grima Wormtongue (Brad Dourif). Eowyn (Miranda Otto), the niece of the King, recognises a leader in Aragorn, and though the warrior finds himself drawn to her, Gandalf, reborn as Gandalf the White, reminds Aragorn of his destiny to unite the people of Rohan with Gondor, the last remaining stronghold of Human resistance.

In their parallel journeys, the Fellowship stands against the powerful forces spreading from the Two Towers; Orthanc Tower in Isengard, where Saruman has bred a lethal army of 10,000 orcs, and Sauron's fortress at Barad-dûr, deep within the dark lands of Mordor.

THE LORD OF THE RINGS THE TWO TOWERS ON THE DVD

In addition to the theatrical version of the film, the second disc of the DVD premieres an exclusive ten-minute behind-the-scenes sneak preview look at *The Lord of the Rings: The Return of the King*, the final film in the trilogy, due in cinemas in December 2003. The second disc also includes actor Sean Astin's (Sam) short film, *The Long and Short of It*, and the 'making-of' documentary of Astin's short film. Also featured is 'Gollum's Song' music video by Emiliana Torrini, a preview of Electronic Arts' videogame, *The Lord of the Rings: The Return of the King*, and a first look at the Special Extended DVD Edition of *The Lord of the Rings: The Two Towers*.

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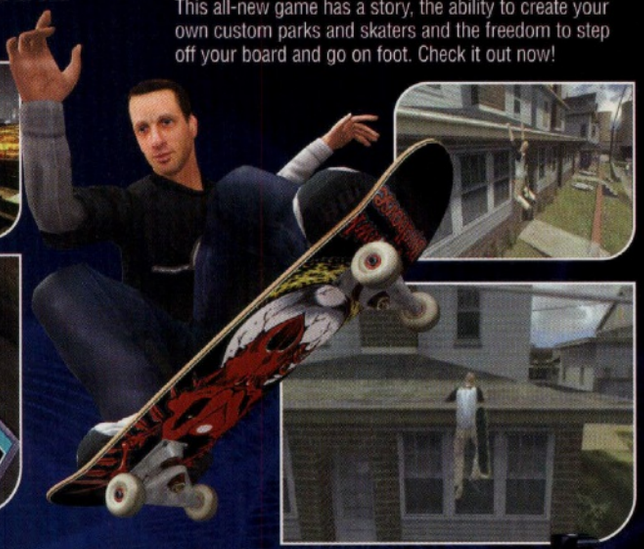
TONY HAWK'S UNDERGROUND

It's the skating game that breaks all the rules. This all-new game has a story, the ability to create your own custom parks and skaters and the freedom to step off your board and go on foot. Check it out now!



TOMB RAIDER: THE ANGEL OF DARKNESS

Lara's back to kick some butt! She's as slick and swift as always, but can her new adventure capture the originality that's been missing from recent *Tomb Raider* offerings?

FEATURED BIONICLE
THE GAME THAT BRINGS LEGO TO LIFE

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TONY HAWK'S UNDERGROUND .GC, PS2, XB
COLIN McRAE RALLY 04 .....PS2, XB
JAK II: RENEGADE PS2
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ROGUE OPS .....GC, PS2, XB
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SPLINTER CELL .....GC, PS2, XB
THE HULK .....PS2, GC, XB
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TOMB RAIDER: THE ANGEL OF DARKNESS .PS2

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SPHINX AND THE SHADOW OF SET ....PS2, GC

CHEATS IN ACTION

SEE HOW DATEL'S ACTION REPLAY FOR PLAYSTATION2, GAMECUBE AND GAMEBOY ADVANCE REVOLUTIONISES THE WAY YOU PLAY!

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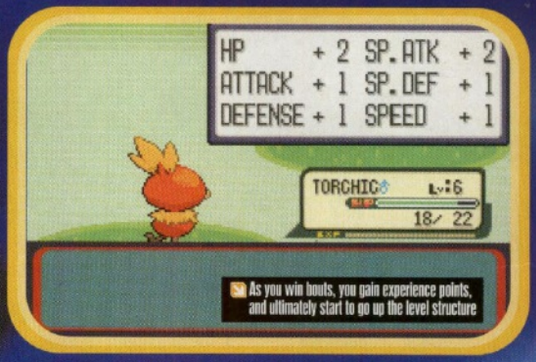
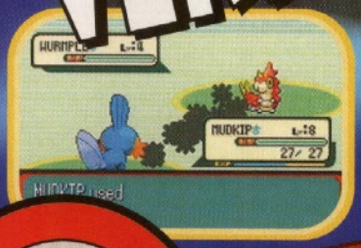
Pokémon RUBY AND SAPPHIRE VERSIONS

UH-OH. GET YOUR LINK CABLES BACK OUT; **IT'S THE RETURN OF THE POCKET MONSTERS.** SIMON FINDS OUT IF THEIR **NEW ADVENTURES** HAVE BEEN WORTH HANGING ON FOR...


HP + 2 SP. ATK + 2
ATTACK + 1 SP. DEF + 1
DEFENSE + 1 SPEED + 1
TORCHIC Lv:6
18/ 22
As you win bouts, you gain experience points, and ultimately start to go up the level structure

GAME SPEC

PUBLISHER: .....NINTENDO
DEVELOPER: .....NINTENDO
NO OF PLAYERS: 1-4
PRICE: .....£29.99 EACH
WEBSITE: .....www.pokemon.com



It's been a long wait for owners of the Game Boy Advance. Whilst they've always been able to play Pokémon games designed for the old Game Boy, Advance-dedicated versions have been notable only by their absence. Still, Nintendo has finally taken the hint, and in time-honoured tradition has released not one, but two new Pokémon titles simultaneously.

"OVER 100 BRAND-NEW POKÉMON ACROSS THE TWO GAMES"

OUT 25TH JULY

The upshot of this is that when the game goes on sale on 25th July, you're going to have to get used to over 100 brand-new Pokémon across the two games. But panic not, for the drill is pretty-much the same as usual. Your job is to explore, talk, examine, and collect Pokémon. And along the way you again need to train them up, because there's some fighting to be done.

BUY POKÉMON RUBY & SAPPHIRE AT TOYS 'R' US AND SAVE £5*

*SEE INSTORE FOR DETAILS

WHAT'S THE DIFFERENCE?

Pokémon regulars are familiar with the double release pattern of Nintendo when it comes to these sorts of games, but newcomers need to be told. There isn't really much difference between the *Ruby* and *Sapphire* versions. In fact, at heart they're the same, with just a few little differences and a slight variation of Pokémon in each game. Suffice to say, nothing that affects the gameplay one iota, but if you need the bragging rights of saying you've caught every Pokémon out there, you'll be shelling out for both of them.

The graphics don't exactly push the Advance

CATCH 'EM ALL...

But we're jumping the gun a little. Both games start with you moving into a new town, which means you need to get used to your surroundings and go out and about to meet a few new people. The upshot of this is it gets you into the game with ease, gradually teaching you the skills you need to make serious progress, whilst still keeping the momentum ticking along. There are enough characters in your initial locale to give you pointers whenever you get a bit lost, and Nintendo has snuck in some subtle educational content as well. The scamps. Credit to them, though, for these are a genuinely easy pair of games to get into, whether you're already familiar with the Pokémon franchise or not.

Whichever game you plumb for – and if you go for both, they're pretty-much identical – you're tasked with the same aim. To become a Pokémon Master. That's going to take a lot of work and a lot of dedication. Crammed onto the cart is a substantial game world. It takes plenty of time just to see it all, yet alone explore it in full depth. Throughout that world are the infamous Pokémon, and to build up your status you need to capture them, train them and pitch them in battle against other Pokémon. In this sense, they work pretty-much the same as they've always done, with each side taking it in turns to select and execute an attack. A bout is won when one side's hit points get knocked down to zero. But don't worry; in Pokémon, nobody dies. Beaten critters simply need to be restored. It's a nice, friendly world in that sense.

THE MONSTER MASH...

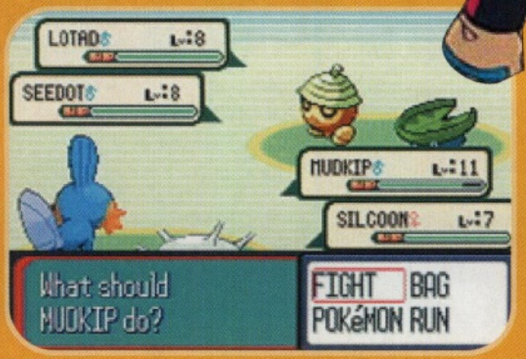
The more battles your Pokémon win, the more power they build up. Then, when they've reached a sufficient standard, it's into battle with the Gym Leader of each of the towns within the games in order to earn badges, of which there are numerous to collect. Grab the lot, and you're a Master. You also need one heck of a rest, because it takes you a long time to get there!

That's what sits at the core of the action, but Pokémon games have always been about a bit more than that. The world in which you find yourself, for instance, has numerous diversions to enjoy, not least the Pokémon themselves. As fans of the series already know, finding all of the little critters within the game is a challenge in itself, especially when you throw in the fact that some of them only appear at certain points throughout the virtual day. There are some real treasures to unearth.

Some Poké-creatures only come out at certain times

TWO ON TWO

Previous versions of Pokémon have restricted the fighting side of things to full-on one-on-one bouts. That's changed slightly this time around. Whilst one-on-ones are still the staple diet of much of the game, the chance to send two of your little chaps into battle is now catered for. That adds a nice extra element to things – the games have always made you think about matching up the right Pokémon to the right battle, and it's always been one of its key strengths. Here, with twice as much to think about, they make you work a little bit harder, and it's all the better for it.



"ARGUABLY THE BEST THING TO HIT THE ADVANCE ALL YEAR"

"THERE ARE SOME REAL TREASURES TO UNEARTH"

MINI-MARVELS

There are also mini-games to tackle, and these can be a pleasant diversion in their own right. For instance, the casino makes a reappearance, with the welcome opportunity to earn some readies that can go towards extra moves for your little fighters. There are a few new ones thrown in there too – the beauty contest, for instance, requires you to put your battling moves to a different use than usual.

Graphically, the game does show signs of making use of the extra power provided by the Advance. That considered, the game's look is clean and perfectly functional, especially in the overhead exploration phases, and improvements have been made. Even so, we confess we were hoping for a little bit more, particularly when it comes to the fighting segments. Also, when you consider just how long we've had to wait for Pokémon to grace the Advance, we did wonder if they were doing something more substantial to the fundamental game style. Sure, if it ain't broke, you needn't fix it, but you could still rightly level the argument that in gameplay terms, this is little more than a mild tweaking.

VALUE FOR MONEY

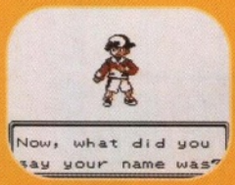
Where the game scores, though, is in the value for money stakes. It quickly becomes clear that what that lengthy development time has afforded Nintendo is the opportunity to inject a very long-lasting challenge onto the cart. With some Advance games allowing you to see the end credits within an hour, it really is refreshing to find in this case, you fork out your cash and don't begrudge spending it. Put simply, either *Ruby* or *Sapphire* requires a good 50 hours or so to complete, and crucially, those 50 or so hours are highly entertaining for the most part.

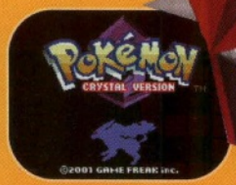
So where does Nintendo take the Pokémon franchise next? Well, there are clues in the boxouts of upcoming titles found on these pages. However, it's very clear they know when they're on to a good thing, and in this case, they've followed a simple dictum of giving people what they want. And assuming most of you want a big, challenging, entertaining new Pokémon game, that's exactly what you've got. Even if you've not been touched by the genius of the pocket monsters in the past, you should buy one of these and appreciate why they're arguably the best thing to hit the Advance all year.

■ SIMON BREW

BACKWARD COMPATIBLITY

Here's the bad news. Remember all those Pokémon you collected on your Game Boy Color, that you ended up taking from game to game? Well, their journey must end here. The Game Boy Color and Advance are really two quite different pieces of hardware at heart, and given thus your Color saves won't be compatible with your new Advance Pokémon games.





PLAY ON VERDICT

FOR

- Very long lasting
- Extremely entertaining
- The mini games!

OVERALL

When the Pokémon games first hit the Game Boy, they were a work of genius. They still are.

9

Pokémon Colosseum | Pokémon Box Ruby & Sapphire | Pokémon Channel | Pokémon Pinball Ruby & Sapphire

WHAT'S NEXT?

THESE TWO GAMES ARE BY NO MEANS THE LAST YOU'LL BE HEARING OF THE POKÉMON SAGA OVER THE COMING YEAR OR SO. AT THE RECENT E3 GAMES EXPO IN AMERICA, NINTENDO TOOK THE OPPORTUNITY TO CONFIRM LOTS MORE POKÉMON GAMES. HERE'S A QUICK LOOK AT WHAT YOU'VE GOT TO LOOK FORWARD TO...

POKEMON COLOSSEUM
GameCube

Remember the two *Pokémon Stadium* games on the Nintendo 64, where you could set your little critters fighting against one another in the midst of a big arena? Well, this is the next-generation edition, due to hit GameCube by the end of the year. The drill this time round is pretty-much the same too. You have a series of arenas, a series of Pokémon and a series of fights.

However, there are some neat twists that certainly had our ears pricked up. For instance, you can link your Game Boy Advances up to your Cube, and upload Pokémon you've discovered and trained in *Ruby* and *Sapphire* (which means that in all, over 200 Pokémon can end up showing their face in the game). Furthermore, *Pokémon Colosseum* supports four-player battles, with two-on-two fights allowing players to gang up with each other rather than simply fight one another.

Neither of the *Pokémon Stadium* games did enough to warrant being described as a classic of any sorts, but both were enjoyable. With *Colosseum*, Nintendo does seem to be a little more ambitious, and with that in mind, we've seen enough of it to mark a little space on our Christmas shopping list.

POKEMON CHANNEL
GameCube

A slightly different style of Pokémon game, this one. It's without a fixed release date as yet (we'd estimate the back end of this year, possibly slipping into next). You get the chance here to call directly upon the help of Pikachu, as you seek to resolve the problems the Pokémon television station is having. For some strange reason, they've lost bits of one of their most popular progammes, and hence you have to find the missing segments and piece them all together, then sit back and watch specially-prepared Pokémon TV shows.

Suffice to say, you don't end up finding TV shows by hunting round TV studios. *Pokémon Channel* has you hunting through woods, mountains and other terrains that come as standard in Poké-games. It does sound good fun from what we know so far, but as we suspect we're a good while off a release date yet. We'll have to contain our excitement for the time being.

POKEMON BOX
GameCube

Not a game as such, more a selection of goodies to help you get the most out of your Poké-gaming. It's effectively a little utility that allows you to sort, organise and manage your Pokémon through your GameCube. The added bonus as such is that you can use *Pokémon Box* to play *Pokémon Sapphire* or *Ruby* directly through your TV screen.

By no means looking like an essential purchase for fans of the pocket monsters, *Pokémon Box* is nonetheless expected to come in at a relatively low price, and be a good package of utilities for the dedicated fan.

POKEMON PINBALL: RUBY & SAPPHIRE
Game Boy Advance

Don't be worried by the title – this is actually just one game. That said, it looks like one worth keeping an eye out for, seeing as it's the sequel to the thoroughly enjoyable Game Boy Color title, *Pokémon Pinball*. Thrown into the mix this time are all the Pokémon that appear in both the *Ruby* and *Sapphire* games, and the idea again is to catch the little critters whilst enjoying a fine game of pinball.

There are separate *Ruby* and *Sapphire* boards on the cart, and each of these has a selection of secrets and bonus stages to uncover, if you're good enough to find them. And the good news to ice the top of the cake is that you haven't got too long a wait for this one – it's pencilled in for late summer, early autumn release.

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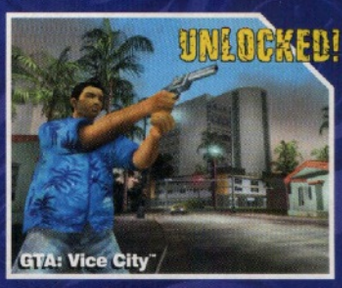

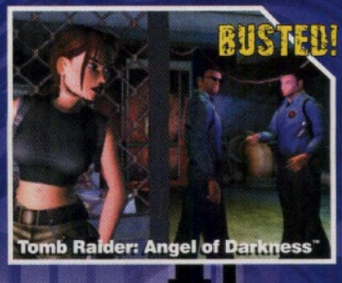

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NEWS

NEW METAL GEAR SOLID GAMES ANNOUNCED...CRASH BANDICOOT IN NEW KART RACER...MORE STAR WARS GAMES

SOLID SNAKE SLITHERS ONTO THE CUBE AND PS2

A NEW GAME FOR SONY GAMERS, AND AN UPDATE FOR NINTENDO FANS...

Believe it or not, it's been 15 years since the *Metal Gear* saga was launched, and now PlayStation2 gamers have another episode to look forward to. Developed by legendary videogame producer Hideo Kojima at Konami Computer Entertainment Japan, *Metal Gear Solid 3: Snake Eater* will (according to Komani) 'raise the bar for quality graphics and gameplay'.

So far, we've only seen a 12-minute trailer for the game, but it's already clear things are going to change. For the first time, the game's set in a sweltering jungle, where players must fight for survival by battling relentless natural elements as well as an onslaught of ruthless enemy soldiers. Once again, stealth plays a key element in the game.

The game appears to follow a Russian storyline, and seems to be set in the Sixties, just before the start of the Vietnam war. This has lead to speculation that the main character isn't Snake at all, but Big Boss, his clone. Could this be true? Konami isn't letting on, but we look forward to finding out. Snake or not, the main man can hunt and survive by eating jungle creatures, but how integral to the gameplay this is has yet to be established.

GameCube owners are also in for a slice of *Metal Gear* action, with *Metal Gear Solid: The Twin Snakes*. The first *Metal Gear* game on the GameCube, *Metal Gear Solid: The Twin Snakes* combines the story of the original PSone *Metal Gear Solid* with the graphics from the somewhat-disappointing *Metal Gear Solid 2: Sons of Liberty*. Using a specially-designed engine based on *Metal Gear Solid 2*, this GameCube exclusive is being developed by Silicon Knights (of *Eternal Darkness* fame) under the expert guidance of Hideo Kojima.

Metal Gear Solid: The Twin Snakes hits the shelves in November. *Metal Gear Solid 3* will arrive sometime in 2004. Screenshots are from the PS2 version.

GAMECUBE & PS2 NEWS

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 3

SNAKE EATER

CRASH BANDICOOT TAKES THE WHEEL...

NEW CRASH KART RACER ON THE WAY

PS2, XBOX & GAMECUBE NEWS

CRASH NITRO KART

Crash Bandicoot is set to explode onto all three next-gen consoles in the pseudo-sequel to the dynamic *Crash Team Racing*. *Crash Nitro Kart* sees the marvellous marsupial hit the track in his fastest-paced adventure yet. Kidnapped by the ruthless Emperor Velo and forced to race in his galactic coliseum, Crash must speed his way to victory in order to save Earth from destruction. It won't be easy, as he must compete against foes both old and new before a final showdown with Velo himself!

The new game invites players to race as virtually any character in the Crash universe, and zip their way over 17 high-speed raceways through four unique worlds, featuring lush jungles, erupting volcanoes and futuristic cities and space stations. There's single-player action in Adventure, Arcade and Time Trial Modes, and intense multiplayer action allowing up to eight players to race against each other using multiple systems. *Crash Nitro Kart* is racing our way this Christmas

PS2/XBOX/GAMECUBE NEWS

PANDORA'S MULTIPLAYER BOX IS OPEN

SAM FISHER RETURNS

The next instalment of *Splinter Cell* will be with us in Spring 2004. Ubi Soft has confirmed very little beyond the fact that Sam Fisher has a new game, *Splinter Cell: Pandora Tomorrow*, and the release date. But there's one more juicy nugget of loveliness; the game features online multiplayer action. Quite what shape this takes is unknown, but we're hoping for plenty of agent-versus-agent action, massive co-operative missions and the tingling sensation of hiding in the shadows as another online competitor sneaks past without spotting you. Maybe one team are agents and another plays guards with bigger weapons.

IN BRIEF

SONIC ON SHOW

NEW TV PROGRAMME STARRING SONIC THE HEDGEHOG

Sonic's coming to the small screen this autumn, but only if you receive the Fox Box channel. The cartoon series, called *Sonic X*, runs for 52 episodes. Accidentally transported by Chaos Control, Sonic finds himself on a strange planet inhabited by humans, and teams up with his newest friend, Christopher. Together they embark on a series of exhilarating and elaborate quests as they search for the Chaos Emeralds (now there's a surprise). Sonic and Christopher must battle the evil Dr Eggman, a robotics authority, who wants the Chaos Emeralds for himself so that he can establish his own empire to dominate the world.

TV NEWS

SOCOM 2

ONLINE SUCCESS SPAWNS SEQUEL

PS2 NEWS

The most successful online game in the US, *SOCOM US Navy Seals*, is to get a sequel, *SOCOM II*. The basic package has been added to and tweaked, so we see new weapons, new single-player missions, more online gamplay modes and enhanced community support. The game releases in the US prior to Christmas, and we expect a Spring 2004 release here in the UK.

IN BRIEF CONT.

PS2/XBOX NEWS

EA ONLINE GAMES PS2-EXCLUSIVE

ELECTRONIC ARTS WON'T SUPPORT XBOX LIVE

In a blow to Microsoft, Electronic Arts' online titles will be PlayStation2-exclusive. Xbox and GameCube versions of games such as *FIFA Football 2004* will not be playable online. Although Microsoft was keen for EA's games to support Xbox Live, the Chertsey-based publisher wasn't happy with the financial arrangements and so refused to support the online service.

FIFA ON THE PHONE?

FOOTIE FRANCHISE COMING TO JAVA MOBILES...

MOBILE NEWS

Konami is working on a project for a mobile phone company that makes Java-enabled games. The first release is to be a version of *FIFA*. Judging by the graphics, it will offer more than a passing nod to the 16-bit classic *Sensible Soccer*...

TWO RPGs FOR GBA

...AND THEY'RE GOOD ONES, TOO

Square Enix has announced two top RPGs for the Game Boy Advance. *Final Fantasy Tactics Advance*, which sold nearly 500,000 copies in less than two months in Japan, features entirely new characters, stories and game systems. Several players can compete using the GBA link cable. *Sword of Mana* is an action role-playing game with its roots deep in the time-honoured craft of 2D. Boasting a huge game environment, the story alters depending on the character and course the player chooses to follow.

GBA NEWS

TRINITY BOXES CLEVER

NEW XBOX FIRST-PERSON GAME ON THE WAY...

XBOX NEWS

First-person shooters are growing ever-more popular on the consoles, and the Xbox plays host to some of the best. *Trinity* is a forthcoming Xbox exclusive featuring intense combat and enhanced super-human player abilities.

Against the backdrop of a disease-plagued New Orleans in the year 2013, you assume the role of the Nightstalker, a bio-technically and neurologically-enhanced one-man vigilante force on a mission to expose the sinister plan of an evil company called the Silmara Corporation. With the aid of a person known only as the Caretaker, you must overcome obstacles, engage enemies and unravel a mystery of conspiracy and intrigue.

Nightstalker possess an incredible array of abilities, giving superhuman strength, vision powers and the ability to warp time. You can move forward at the speed of light, surprising foes or evading gunfire. Other Flash abilities let you jump higher and further, move huge objects and survive life-threatening falls.

Unravel a twisted plot of conspiracy that unfolds as you progress through Trinity. During the journey, you gain assistance from the Caretaker by communicating through the Caretaker interface, a special neurological communication device implanted in the Nightstalker's brain. Now you must attempt to expose the truth behind the deadly virus that's left the citizens of New Orleans dead or disfigured. Expect this one next year.

BATMAN: NEW CHARACTER REVEALED

PS2/XBOX/GAMECUBE NEWS

RISE OF SIN TZU INTRODUCES SEVERAL BRAND-NEW VILLAINS

He had the last laugh on The Joker, cold-shouldered Mr Freeze and outgrew Poison Ivy, but now Batman faces a new challenge and a new villain. Ubi Soft's *Batman: Rise of Sin Tzu* makes history as the first videogame to introduce a major new character to the Batman universe.

Ubi Soft, DC Comics and Warner Bros. have partnered to showcase the talents of renowned comic book artist Jim Lee as a creator and character designer. Developed by Ubi Soft's Montreal Studios, *Batman: Rise of Sin Tzu* stays true to the Batman franchise, with intense, action-packed gameplay and challenging villains. Featuring favourite superheroes from the Batman universe, including Robin, Nightwing and Batgirl, the game also includes a brand-new enemy unlike any Batman has ever battled – Sin Tzu. There's also three villains never before seen a Batman game, namely Clayface, Scarecrow and Bane.

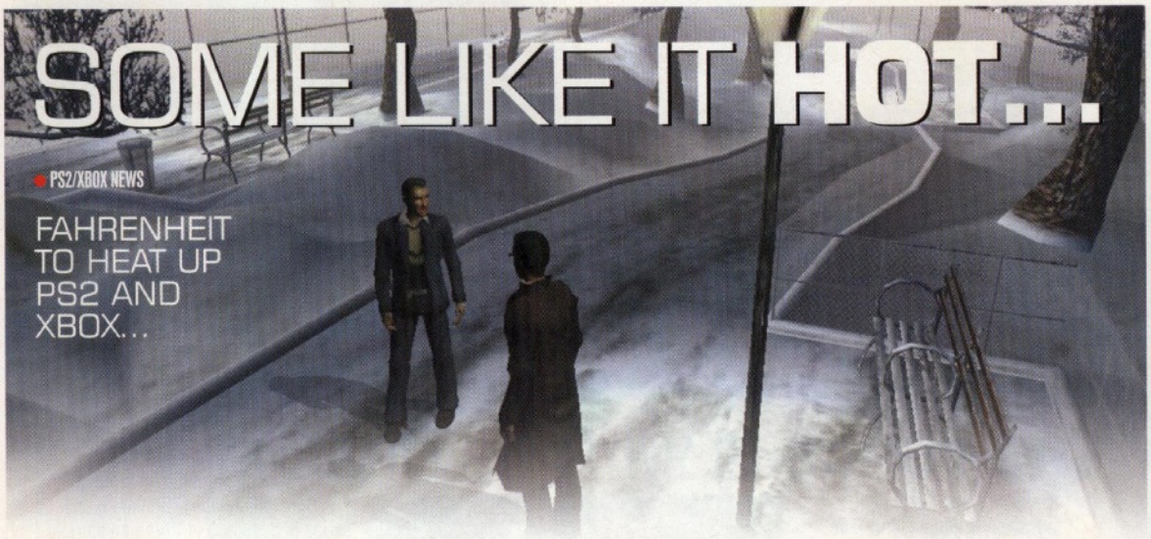
A master in the deadly art of war, Sin Tzu is driven by one desire – to conquer. Scouring the world for adversaries, Sin Tzu descends on Gotham City to defeat the Caped Crusader. Two-player co-operative play is catered for. Invite a friend into the battle as Nightwing, Robin or Batgirl.

There are 35 Batman attacks and 12 levels, including the Gotham City Docks, Crime Alley, Arkham Asylum and more. *Batman: Rise of Sin Tzu* hits the shelves in autumn 2003.

SOME LIKE IT HOT...

PS2/XBOX NEWS

FAHRENHEIT TO HEAT UP PS2 AND XBOX...



Vivendi Universal is to publish *Fahrenheit*, a game developed by Quantic Dream, the French studio responsible for *Omikron: The Nomad Soul*. *Fahrenheit*, an interactive thriller set in New York, gives gamers the unique chance to play both hunter and fugitive, which in turn leads them to speak, explore, interact, fight and confront unknown dark forces. For no apparent reason, ordinary people are randomly killing total strangers. Although there's no link between the murderers, they all seem to follow exactly the same ritual and pattern. Lucas Kane becomes one of these murderers when he kills a stranger in the men's room of a restaurant. As Lucas, the player is haunted by strange visions and the desperate need to find out what's happening to him. At the same time, he must keep one step ahead of the police...

Michael Fuller, International Marketing and Strategy from Vivendi Universal Games International comments, "We're thrilled to publish *Fahrenheit*. Quantic Dream has already done an amazing job with their previous game, so imagine what experience they now bring to this new development. *Fahrenheit* undoubtedly offers a whole new dimension of gameplay for an unforgettable experience. This is a game that will make its mark, as did *Omikron: The Nomad Soul*". *Fahrenheit* will be released on PS2 and Xbox in 2004.

MAFIA MUSCLES IN ON CONSOLES

PC Hit Makes PS2 and Xbox an Offer They Can't Refuse...

PS2/GAMECUBE NEWS

The PC hit *Mafia* is coming to the PS2 and Xbox, courtesy of Take 2. The city of Lost Heaven is at war as the Salieri and Morello mobs fight to control the lucrative protection rackets, smuggling and other criminal activity. You choose a life with the Salieri family, and the cops and feds are the least of your problems.

Mafia grabs you by the lapels and plunges you into the middle of a vicious and deadly turf war. The cops, the feds, the Morello family – each are out to get you, and none of them care how they take you down. Look out for this one in the autumn.

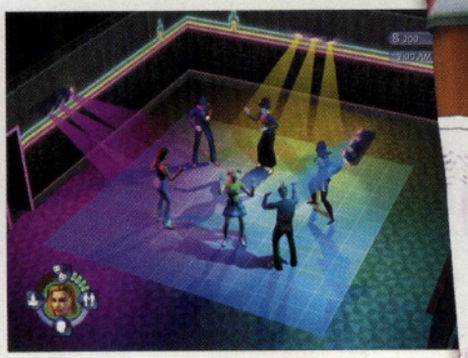
PS2/XBOX/GAMECUBE NEWS

THE SIMS

RETURN TO THE CONSOLES...

The Sims are making a console return, and they're bustin' out of the house and exploring all-new locations around town. In *The Sims: Bustin' Out*, players choose from a variety of new careers. Along the way, unlock and collect hundreds of new objects and social moves exclusive to the console. Meet a cast of over 40 new outrageous characters, and choose from ten new careers including Mobster, Athlete, Mad Scientist and Fashion Victim. Yes, apparently 'Fashion Victim' is now a career. There's also hidden appearance-enhancing accessories such as tattoos, do-rags and piercings. French Kiss, Towel Snap and Moon Walk are just a few of the new social moves.

On the PC, *The Sims* is incredibly popular, but recent add-on packs have proved less than essential. We'll find out if this fate befalls *Bustin' Out* next year.



IN BRIEF CONT.

GAMECUBE NEWS

PILOTWINGS COMING TO CUBE

ANOTHER FAMOUS FRANCHISE RESURRECTED

It's been rumoured for some time, but now we can confirm the *Pilotwings* saga is coming to the GameCube. The game is to be developed by Factor 5. No screens are available, but the N64's *Pilotwings 64* (pictured here) was incredible. Let's hope the Cube game is equally good...

SPYHUNTER- THE MOVIE

MIDWAY'S MOTOR MASHER INSPIRES A FILM

MOVIE NEWS

Midway's *SpyHunter* is to follow in the footsteps of *Street Fighter*, *Tomb Raider* and others and be made into a film. WWE superstar The Rock has been pencilled in to play Alec Sects, commander of the world's most sophisticated spy vehicle, the G-8155 Interceptor.

"The SpyHunter deal marks the success of Midway's effort to showcase its top properties to the movie industry", said Steve Booth, vice president of licensing, Midway. "We have a rich library of popular games, which will translate well into movies."

IN BRIEF CONT.

BEYBLADES ON PSONE

Become the main character, and fight intense battles against other top ranked Beybladers! Customise your Beyblade for more power and unlock Bit Beasts for legendary attacks! D.J. Jazzman, will call all the action live during the battle! Who will become the world Beyblade Champion? Now, Let it rip!

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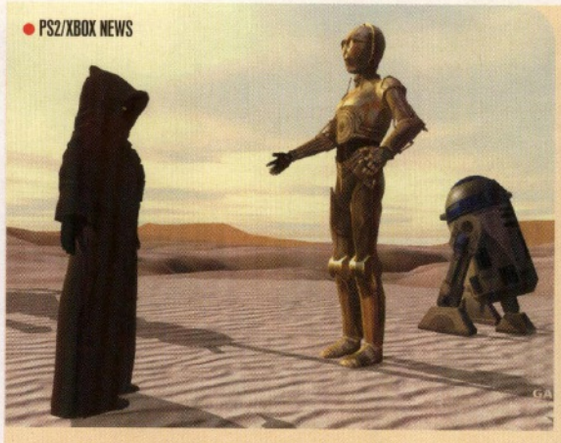
PS NEWS

MINDSCAPE'S MEDIEVAL MACHINATIONS

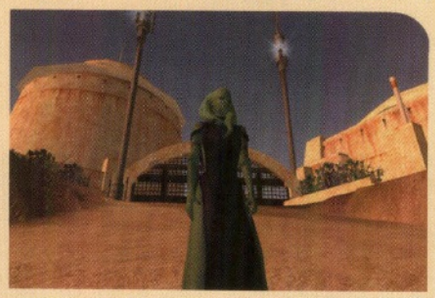
Mindscape is to release *Arx Fatalis* on the Xbox this winter. The game sees you venturing into the underworld and fighting your way through goblins, trolls and snake-women. Visit the great Arx city and stroll through its streets and shops. Solve the mysteries of the snake-women and free the world from its evil future. Craft your own weapons, brew potions in alchemist's odd laboratories and enchant artifacts with powerful spells.

PS2/XBOX NEWS



THE FORCE IS WITH US ONCE MORE...

The *Star Wars Galaxies* massively-multiplayer online role-playing series is already popular on the PC, and now it's coming to the PS2 and Xbox with *Star Wars Galaxies: An Empire Divided*. The game, which is likely to launch next year, is an online experience that lets players from all over the world play at the same time, interacting with each other and joining forces to carry out missions.



The *Star Wars Galaxies* online game series is designed to immerse literally thousands of players into the rich *Star Wars* universe.

The series features dynamic role-playing adventures across multiple planets during the classic *Star Wars* time frame. Gameplay offers a unique combination of combat, exploration, social interaction, specialised missions and daring quests.

NEED FOR SPEED GOES UNDERGROUND

Enter the world of urban street racing and high-performance tuner cars with the latest title in the hit *Need for Speed* series, *Need for Speed Underground*. Take on today's most popular motors from Mitsubishi, Subaru, Toyota and many more, building the ultimate street machine by earning cash to pay for custom body kits and a host of licensed car performance mods. But just creating a custom street racing machine won't get you to the top. It takes a certain amount of attitude and razor-sharp driving skills to compete in the tough world of urban racing.

PS2/XBOX/GAMECUBE NEWS

A number of diverse events set in gritty, night-time environments make up the heart of street competition. Players become complete street racers by perfecting skills in each event, nailing the perfect shift in drag racing and by putting their street cred on the line, racing through the city streets at all hours of the night. The game offers online support for up to four players too, but only the PlayStation2 version. Expect this one in early 2004.

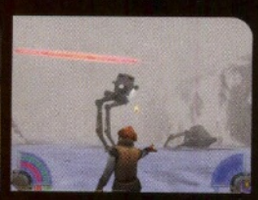
AND IT'S NOTHING TO DO WITH DELAYS ON A LONDON TUBE TRAIN...

TRAIN TO BE A JEDI...

XBOX NEWS

XBOX OWNERS CAN JOIN THE JEDI ACADEMY!

Do you want to join the ranks of the Jedi Knights? Of course you do, and this autumn, the Xbox lets you do just that. *Star Wars Jedi Knight: Jedi Academy* is a dynamic single and multiplayer action experience featuring an all-new storyline. Players are immersed in the role of an apprentice at Luke Skywalker's Jedi Academy, where they learn the power – and danger – of the Force. Amidst a multitude of complex and richly-detailed *Star Wars* environments, including twice as many unique locales as those in *Star Wars: Jedi Outcast*, players face a variety of powerful and insidious enemies.



PRINCE OF PERSIA:

THE CREATOR SPEAKS...

WE CHAT TO SANDS OF TIME PRODUCER, YANNIS MALLAT

PS2 NEWS

In its day, *Prince of Persia* wowed with incredible animation and thrilling level design. It's now being reinvented for today's gaming machines. We caught up with Yannis Mallat, producer of *Prince of Persia: Sands of Time*...

Is there any link between your Prince and the one featured in previous games?

The new Prince has a very different look. We needed a strong hero who projected the Prince's key attributes, agility, courage and determination. To achieve this, we gave our character designers complete freedom to break from previous visual conceptions of the Prince.

And what's the personality of this new Prince?

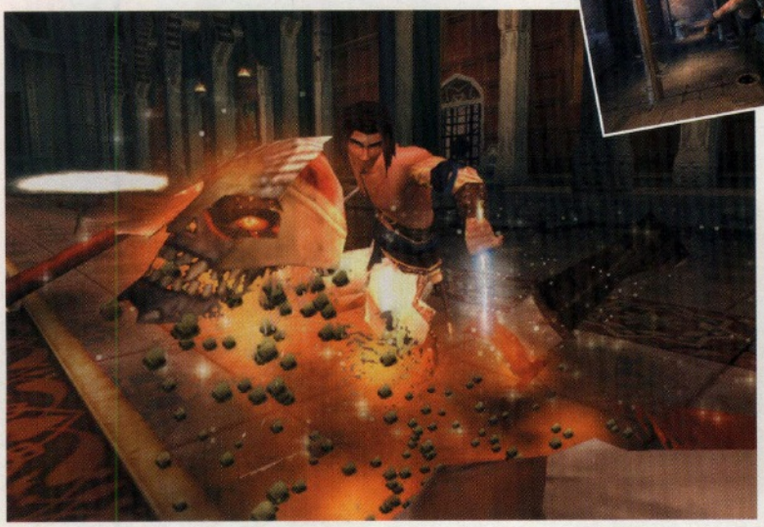
He starts as a young Prince seeking adventure and glory. He's eager to embark on a journey which demands all his courage and determination, and soon gets more than he bargained for. As the stakes rise and the odds against him increase, he gets more and more beat up, and also more determined. This gradual transformation is reflected in the character's appearance, as he becomes a tougher, stripped-down action hero. In the course of the story, he matures, and learns what's really important.

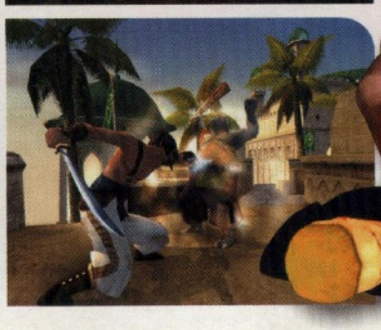
How would you describe his evolution to meet current gaming standards?

On the one hand, the *Prince of Persia* is a classic videogame character whose acrobatic movements are instantly recognisable to millions of people around the world. We could just show a shadow of the Prince and you would know right away it's him. But, today's videogame standards are extremely high. It's harder than ever to create a truly special hero the gaming public will embrace. For *Prince of Persia: The Sands of Time*, we faced a double challenge; to recapture the spirit of the Prince, while reinventing him as a new hero. The new Prince is much more fully developed than in the earlier games. He has a unique look that reflects his specific personality and totally fits with the exotic Persian settings of the game. He's extremely expressive too. Players get to see the physical and psychological evolution of the Prince.

Did Jordan Mechner (creator of the original *Prince of Persia*) provide input on The Prince?

One of Jordan's main objectives during this project has been to unite the story and gameplay aspects of the game. As the Prince is the main character, it was of course especially important to get his feedback on our approach. We agreed on the key attributes of the character and the artistic direction. Jordan's input was of great value for this process. The Prince's personality is expressed not just in his physical movements, but also through his dialog and interactions with other characters. Jordan's role as screenwriter helped to ensure all these aspects are woven together to clearly delineate the Prince's character development over the course of the game.





IN BRIEF CONT.

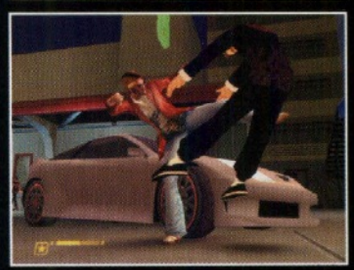
GAME BOY GAMES ON THE BIG SCREEN!

The Game Boy Player is a small platform which allows users to connect their Game Boy games to a NINTENDO GAMECUBE and play their favourite games on a TV screen. Virtually all GB games will be compatible with the system. The Game Boy Player is out now and available separately or bundled together with the NINTENDO GAMECUBE as an official PAK.

GAMECUBE NEWS

GAMECUBE NEWS

NARC RETURNS



Remember *NARC*, the old Williams coin-op where you clean up the streets by arresting drug dealers and mobsters? Well it's making a comeback, courtesy of Midway.

NARC is an in-depth, third-person action shooter set against a stylised modern-day backdrop of the war on drugs. Playing as dual characters, Hitman and Max Force of the elite NARC squad, the player must rid the world of the powerful international K.R.A.K. drugs cartel. Find them, bust them and kill them to bring justice to the action-packed, crime-ridden streets. We reckon there'll be some cool driving sections as well...

Coming soon at TOYS R US

GET INTO THE

The Wave Dance Mat

The Wave Dance Mat is the latest incredible creation by Mookie. It's a dance mat with a real difference. Of course, you have to move your feet to meet the different flashing lights. But that's not all - specific light sensors allow you to move your arms to the beat of the music! You can wave your hands in the air like you just don't care!

The Wave Dance Mat has numerous settings that cater for all dance enthusiasts from the beginner through to the real pro. Three songs are built in but you can use any of your favourite tunes. The Wave Dance Mat is the next generation of in-home dancing technology.

Simply plug into your TV for endless hours of dancing fun!

the complete dancing machine

TOYS R US

PRICE £19.99

GROOVE

The Body Groovz Super Starz Karaoke Dance Mat & Competition Machine is the ultimate Karaoke experience. It's five games in one and contains everything you need to practice becoming the next famous pop star.

You can sing along with a friend to famous songs including 'I Want It That Way', 'Baby One More Time' and 'I Believe I Can Fly' using the bonus duet microphone and move your feet along with the beat on the comfortable dance mat.

Connect two machines together and you can compete with a friend to prove who's the best singer and dancer. It's so easy to setup and use, so pop into Toys R Us today and get ready to become a pop idol in your own living room.

HALO 2

IT'S THE MOST EAGERLY-AWAITED XBOX GAME OF 2004, BUT IT'S ALSO GOT A LOT TO LIVE UP TO. THIS IS THE ONE XBOX OWNERS EVERYWHERE ARE DYING TO PLAY...

GAME SPEC

PUBLISHER: .....MICROSOFT
DEVELOPER: ....BUNGIE STUDIOS
NO OF PLAYERS: 1-2
WEBSITE: ....http://halo.bungie.org/

WHICH CONSOLE?

PLAYSTATION2 | XBOX | GAMECUBE

EARLY 2004

THE BUZZ

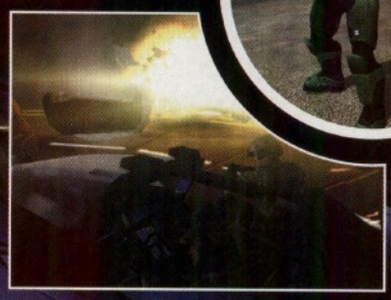
What a pedigree. Released in March 2002, *Halo: Combat Evolved* became recognised as one of the greatest achievements in videogame entertainment. It's sold more than three million copies worldwide, and continues to be a top-selling title 18 months after its original release. It will take a real masterpiece to better the original, but *Halo 2* might just do it...

PLAY ON FIRST SHOTS

Somebody uses the same tailor as *Metroid Prime*'s Samus Aran...

Halo 2 continues the story of the Master Chief, a genetically-enhanced super-soldier who's the only human ever to successfully defy the Covenant, a coalition of alien races on a murderous march toward Earth. To the mysterious leaders of the Covenant, the human victory at the ancient ring structure known as Halo (and outlined by the original game) was an unacceptable failure. They will not fail again.

We've yet to see any playable code, but judging by the screenshots, *Halo 2* surpasses its predecessor in graphical beauty and combat intensity. Jason Jones, head of developer Bungie Studios, said it best; "*Halo 2* is a lot like *Halo*, only it's *Halo* on fire and going 130 miles per hour through a hospital zone, being chased by helicopters and ninjas", he explained. "And the ninjas are all on fire, too." Sounds absolutely manic, though we hope the game offers changes in pace as well as high-intensity combat.



THE MASTER CHIEF...

The Master Chief and his marine allies return to battle the full complement of Covenant forces, as well as some secret foes that Microsoft has yet to unveil. *Halo 2* expands the Master Chief's already-substantial arsenal with powerful new weapons, many pried from the twitching claws of his defeated enemies. Sounds like he's been busy since the first game. The sequel also increases Halo's roster of drivable vehicles, giving players many more ways to speed into battle or explore the game's vast landscapes.

If you thought the first game was a technical masterpiece, wait until you see the sequel. *Halo 2* is powered by a completely new graphics engine, designed specifically for the Xbox hardware. "Our code squeezes every drop of power out of the Xbox", said Chris Butcher, one of *Halo*

UP AGAINST IT?

Vivendi's *SWAT: Global Strike Team* is coming our way at Christmas. It offers similar all-out blasting action, but in a modern-day real-world setting.

The visuals already look amazing!

Going to the loo in that armour presents problems...

"THE FIRST GAME WAS A TECHNICAL MASTERPIECE, WAIT UNTIL YOU SEE THE SEQUEL"

SWEET!
The body armour, shiny visors and massive weapons make the human forces look seriously mean...

We're on a mission from God...

2's engineering leads. "We're doing dynamic lighting and shadows, per-pixel everything, rendering gigantic, lush environments. The graphical features we're using are so advanced we don't even have buzzwords for them yet."

ONLINE

Unsurprisingly, *Halo 2* offers online support. In addition to an epic single-player campaign, you can check out some serious multiplayer action via a split-screen mode, Xbox System-Link and online through Microsoft's Xbox Live service. "We still have the multiplayer game-types that people loved in Halo, but we're planning something special for multiplayer in *Halo 2*", hinted Jaime Griesemer, the game's lead designer. "I don't want to ruin the surprise, but imagine the essential *Halo* single-player experience of pitched battles between the humans and the Covenant, massive vehicle and infantry engagements. Now imagine that every combatant is an actual person playing over Xbox Live!" *Halo 2's* online multiplayer features squad-oriented team-play, real-time voice chat and extensive community support.

If Bungie Studios can achieve everything they set out to do, *Halo 2* could rewrite the rulebook for combat games. But rest assured *Halo 2* is definitely a game to watch. ■

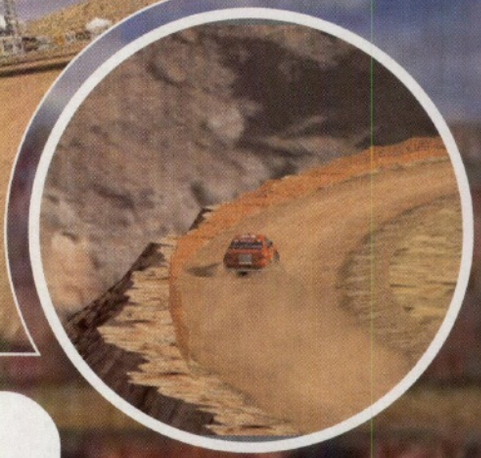
The Covenant launch a flying attack

PLAY ON HISTORY

WHAT'S GONE BEFORE

Bungie Studios is also behind the original *Halo*, the most popular Xbox game to date. *Halo* re-wrote the rulebook for console blasters.

"THE GAME'S BIGGEST ADVANCE IS ONLINE PLAY"



GAME SPEC

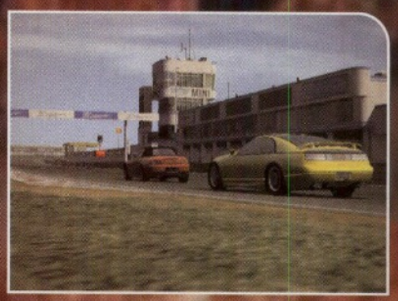
PUBLISHER: . . . .SONY COMPUTER ENTERTAINMENT EUROPE
DEVELOPER: . .POLYPHONY DIGITAL
NO OF PLAYERS: 1-2
WEBSITE: . . . . . .www.scee.com

WHICH CONSOLE?

PLAYSTATION2 | XBOX | GAMECUBE

EARLY 2004

GRAN TURISMO 4

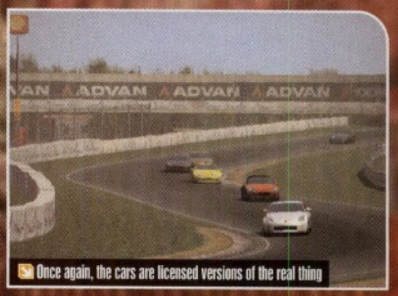


THE BUZZ

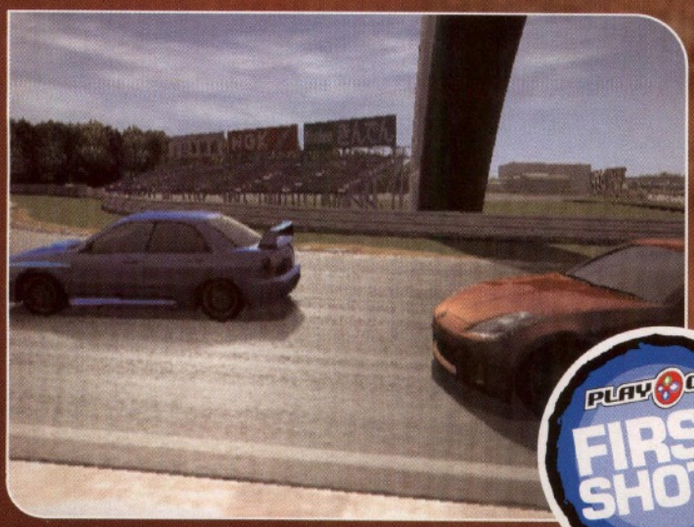
Let's face it. For all its graphical brilliance and gameplay excellence, *GT3: A-Spec* could usefully have been called *GT 2.5*. The saga's PS2 debut was a blindingly pretty graphical update of the PSone's *Gran Turismo 2*, but it made very few advances on the game. Maybe *Gran Turismo 4* will put the series back at the cutting edge...

ONE OF THE MOST CELEBRATED DRIVERS EVER RETURNS, AND THIS TIME YOU CAN RACE ONLINE...

The game boasts incredible scenery detail



Once again, the cars are licensed versions of the real thing



PLAY ON FIRST SHOTS

The game's biggest advance over its predecessors is, unsurprisingly, online play. We're promised a robust system allowing players to race with up to six opponents, interacting and chatting to form an automotive community. Hopefully Sony will offer online championship competitions, and leagues displaying fastest lap times. When Xbox Live first launched, Xbox driving gamers found their online racing action seriously disrupted by people deliberatly driving the wrong way around the tracks and ruining everyone else's fun. We hope Sony will clamp down quickly on such miscreants who abuse the *Gran Turismo 4* servers.

So what advances are there in the offline game? Developer Polyphony Digital promises an 'all-new physics engine, revolutionary technology to deliver enhanced (if not perfected) game physics and graphics, providing a near-realistic automotive racing sim for an incredibly realistic driving experience'.

OFFLINE ACTION

This level of realism extends to the cars. Again according to Polyphony Digital, the characteristics of the cars are realistically designed and calculated so they handle according to the real-life physics of that particular vehicle, taking into account weight, speed, friction, wind, and more. To further enhance the realism of the driving experience, new technology blends real-time action with a photo-fixed background to immerse the player in real-life environments such as New York City, the Grand Canyon and others. Highly-detailed vehicles and environment mapping creates broadcast-quality graphics, from light and competitor car reflections on the player's automobile to leaves on a tree shaking in the wind.

PLAY ON HISTORY

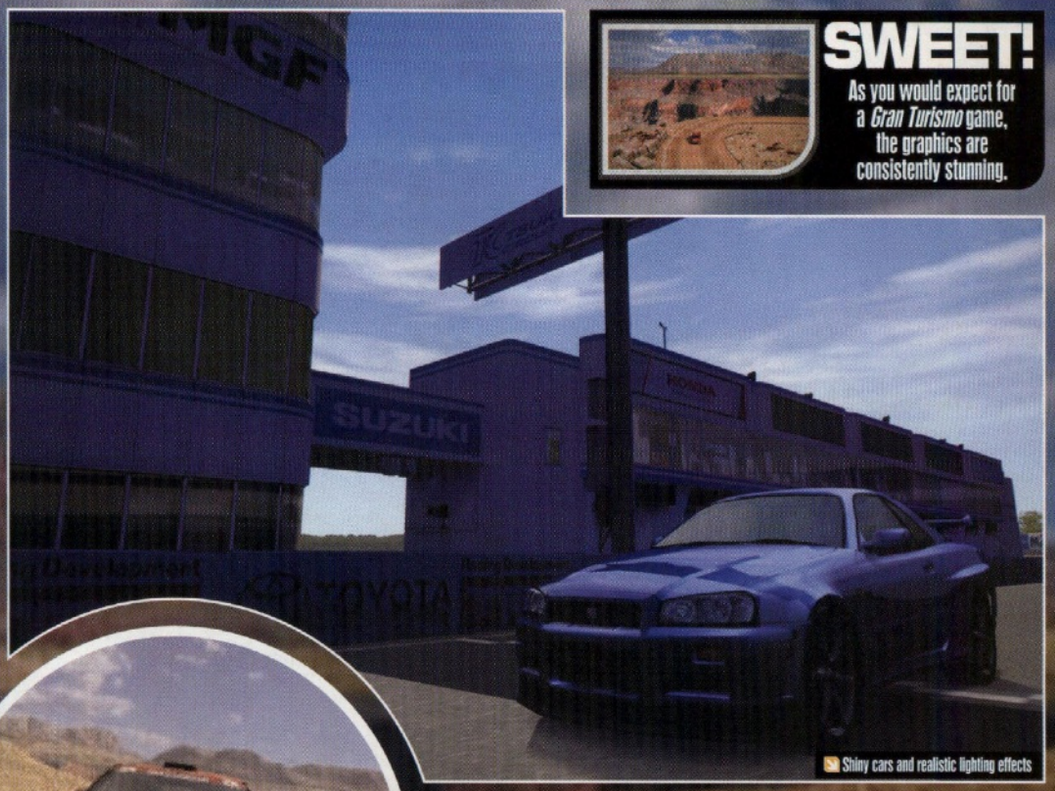
WHAT'S GONE BEFORE

This is the fourth *Gran Turismo* game. The original rewrote the rulebook for racers and the second game expanded on it dramatically, though the third game was more of a graphical update than a sequel.

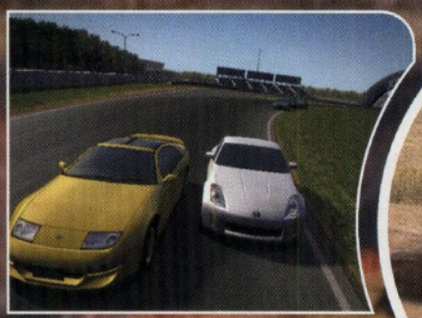
Once again, there are Arcade and Simulation Modes, and in both you have over 500 cars to collect, including vintage and modern vehicles. Courses range from closed-racing tracks to specially-designed city routes, reaching a total count of up to 100 racing arenas. The Arcade Mode allows players to compete against each other or AI opponents on select courses. The Simulation Mode sees you starting from the bottom and earning your way up the ladder as you acquire driving licenses, race to earn money, unlock cars and courses, buy and sell, upgrade parts and compete in various championships.

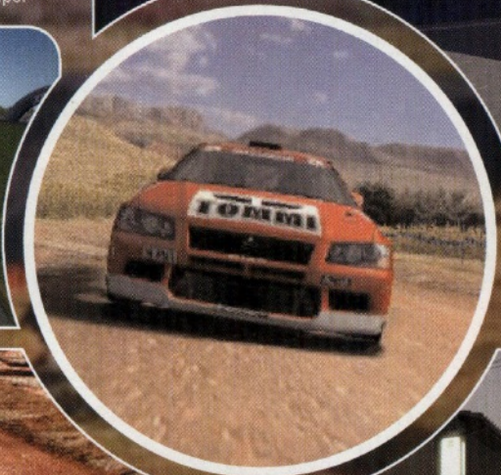
SWEET!

As you would expect for a *Gran Turismo* game, the graphics are consistently stunning.

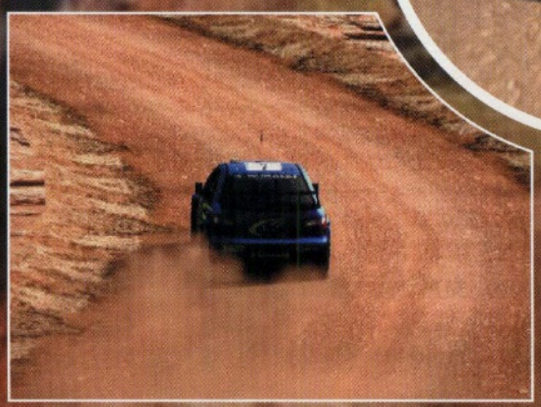


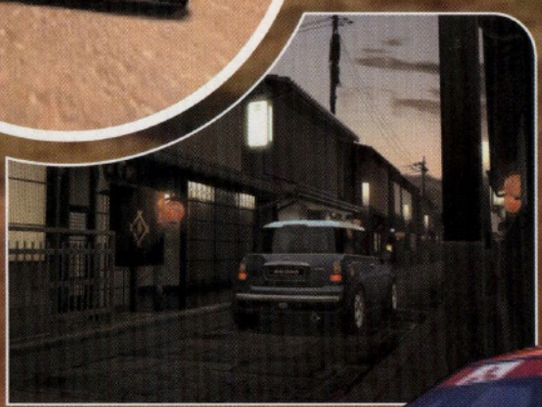
Shiny cars and realistic lighting effects

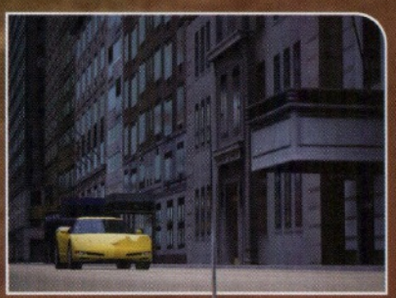




"GRAN TURISMO 4 WILL BE A FEARSOMELY BRILLIANT GAME IN ITS OWN RIGHT"







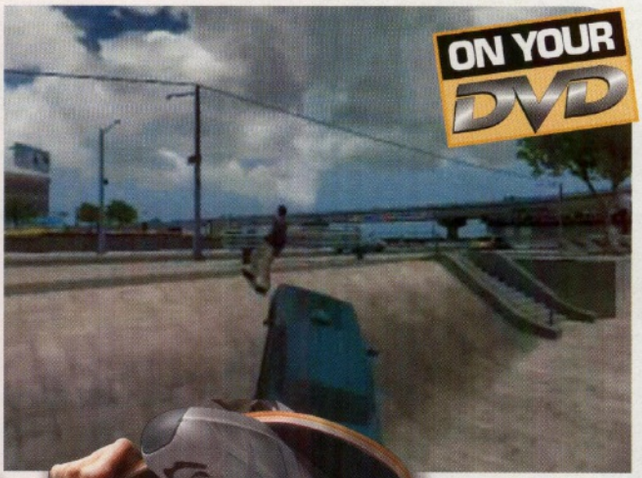
PLAY ON FIRST IMPRESSIONS

Gran Turismo 4 will be a fearsomely brilliant game in its own right.

TONY HAWK'S UNDERGROUND

THE BUZZ

This is a *Tony Hawk's* game with a difference. You don't play as Tony, Bam or any skatepark hero. Instead you play as yourself, and you're hanging with the big boys. The idea is you get a picture of your face scanned and then – somehow – download it into the game. Your face appears on your character, and stays there throughout the game, including cut scenes. Quite how you get the picture into the game is unclear, but in our considered opinion, you'll either have to send the picture to Activision then download it to your PS2 through the Network Adapter, or use EyeToy to take a still photo. We think the former is the most likely, and we can't see any practical way of doing it at all if you don't have the PS2 Network Adapter or an EyeToy.



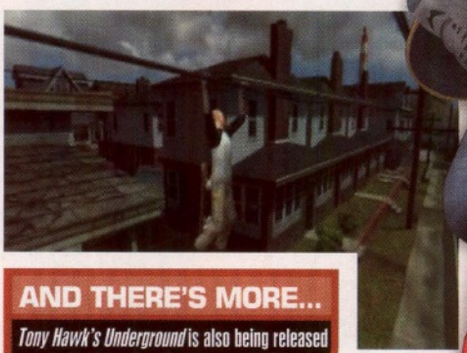
THE CHAIRMAN OF THE BOARD RETURNS, WITH A FEW NEW TRICKS UP HIS SLEEVE...

GAME SPEC

PUBLISHER: .....ACTIVISION
DEVELOPER: .....NEVERSOFT
NO OF PLAYERS: .....TBA
WEBSITE: ....www.activision.com

WHICH CONSOLE?

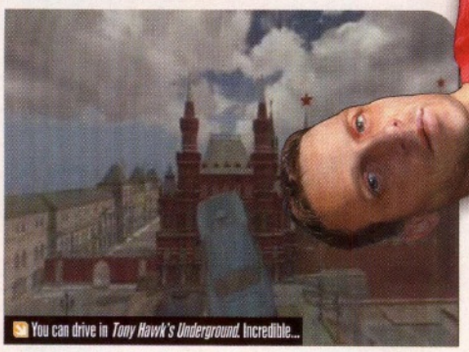
PLAYSTATION2	XBOX	GAMECUBE
NOVEMBER 03	NOVEMBER 03	NOVEMBER 03



The new game is story-driven rather than tricks-driven...

AND THERE'S MORE...

Tony Hawk's Underground is also being released on the Game Boy Advance and the PC.



You can drive in *Tony Hawk's Underground*. Incredible...

So you're the star, and you can get off your skateboard 'to take care of business'. Why would you need to? Because the main game in *Tony Hawk's Underground* is story-driven. It's no longer about completing skating objectives on a series of levels, but about working your way through a story. So if necessary you get off your board, climb ladders, shimmy along the gutter then alley-oop onto a roof, leap onto phone lines and grind your way back to the road. A recent trailer also showed a car leaping off a ramp and racing through the streets of the city. Driving in a *Tony Hawk* game? It's just odd.

OLD SCHOOL?

But if you hanker for the days of collecting S-K-A-T-E or pulling a 40,000-point combo out of the bag, don't worry. We're told combos and point-scoring are still important, perhaps to gather bonuses and the like, and the Create-a-Park Mode allows you to set your own goals. Tony Hawk is still in the game, along with the likes of Bam Margera and Chad Muska. But instead of skating as them, they skate alongside you, helping you out with the story missions and generally getting involved. But it's you who does the skating, driving, walking, hanging and creating.

"A TONY HAWK'S GAME WITH A DIFFERENCE"

This is a huge departure for the series. What if the Story Mode is lame? What if all gamers want to do is skate? Unlikely in both cases; Neversoft knows what it's doing. *Tony Hawk's Underground* has got the ideas and the innovation to be a massive game. Can't wait. ■

PLAY ON HISTORY

WHAT'S GONE BEFORE

Underground is the latest in a long line of *Tony Hawk's* games, opening with *Tony Hawk's Skateboarding* on the original PlayStation back in 1999.

PLAY ON FIRST SHOTS

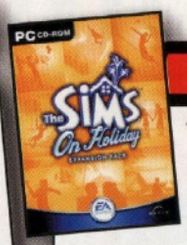
The Sims™

The Sims is a gaming sensation, and you can grab yourself a copy, along with some sizzling expansion packs at Toys R Us!

AT TOYS R US

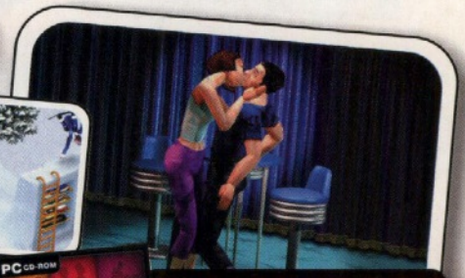
The Sims **House Party**

It's party time! Build a dance floor for your Sims and watch them keep to the rhythm of the DJ's music. Hire a flashy caterer to keep the buffet table and punch bowl full, or roll in a mechanical bull or a giant cake and kick the party into high gear. The *House Party* expansion pack makes it easy for the Sims to throw an absolutely unforgettable evening for all their friends.



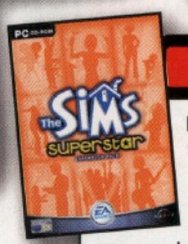
The Sims **on Holiday**

Take your Sims on holiday with this great expansion pack! Send them to a new and fully-customisable island destination offering a snowy alpine setting, a Riviera-style beach and a forest campground. Beach volleyball, snowboarding, fishing or hunting for hidden treasures are just a few of the things they can do. All-new social interactions and over 120 new objects have Sim vacationers entertained from dusk until dawn.



The Sims **Hot Date**

Take your dream dates to an all-new, fully-customisable area filled with shops, restaurants and parks. Invite neighbours and friends to meet too. With over 40 new social interactions, The Sims can flirt, make out, gossip about the couple at the next table or chat in Simlish about new and diverse interests. Over 125 new objects, including the Picnic Basket, Love Tub, Cuddle Couch and Lover's Swing, allow players to set the perfect mood for their Sims.

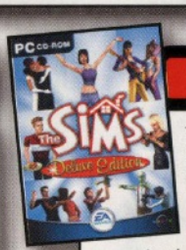


The Sims **Superstar**

Realise your fantasies of fame and fortune as you pursue your dream of becoming a rock star, movie hero/heroine or even a supermodel. Mingle with the rich and famous with the expansion pack's all-new gameplay and new social interactions. Rub shoulders with Christina Aguilera, Marilyn Monroe and Andy Warhol too. But will your Sims be living legends or famous for 15 minutes?

The Sims **Unleashed**

Let your Sims loose with dozens of new social interactions and a vastly-expanded neighbourhood. There's 30 all-new residential and community lots, featuring new homes, parks, a café, shops and a farmer's market. For the first time ever you can buy pets too – treat them to a Labrador, cat, parrot, turtle, lizard or fish.



The Sims **Deluxe**

The Sims Deluxe is the definitive version of the PC's all-time best-selling game. It contains the original title, the expansion pack *Livin' Large* and some great new content, including the customisation tool, Sims Creator, which lets you design and play with your own Sims. To top it all, there's 25 exclusive objects to furnish your home and 50 new clothing choices.

GET A LIFE!

YOU CAN PLAY THE SIMS ON THE CONSOLES TOO!

The PS2, Xbox and GameCube versions of the game feature an all-new level-based mode called Get a Life, where players start with just one Sim and move him or her through life's big moments, including moving out of Mom's house, getting a job and having a family. As you progress, you unlock console-exclusive objects. Console versions also feature the classic Sim-style open-ended gameplay.

HARRY POTTER: QUIDDITCH WORLD CUP

BROOMSTICKS AT THE READY? GOOD. MR POTTER IS BACK...

GAME SPEC

PUBLISHER: ....ELECTRONIC ARTS
DEVELOPER: .ELECTRONIC ARTS UK
NO OF PLAYERS: 1-2
WEBSITE: .....www.ea.com

WHICH CONSOLE?

PLAYSTATION2	XBOX	GAMECUBE
LATE 2003	LATE 2003	LATE 2003

THE BUZZ

You have to hand it to Electronic Arts. With cinema screens bereft of a fresh Harry Potter adventure until next summer, they've still raided the lucrative licence for a brand-new game. The good news is they've picked something that, in our view, naturally lends itself to one – the sport of Quidditch.

PLAY ON FIRST SHOTS

Bah. They'll never win it ... Or will they?

Goaaaaal!

The red team makes a pass...

Not heard of it? It's tricky to know where to begin explaining things. It's an air-based game, with two teams of seven players who zoom around on their broomsticks trying to throw a ball through one of three of the opposition hoops. You also have three hoops, which you should stop the opposition scoring through. That bit's simple. Throw in factors such as chasing the snitch and numerous tactical approaches, and the underlying complexity begins to set in.

NEW BROOMS SWEEP CLEAN...

The golden snitch is a little critter that zooms around at lightning speed, and as you'd expect, catching it isn't easy. Each team has a seeker among their ranks who must try to do so. Whichever team catches it gets 150 points, and treats themselves to a sticky bun tea afterwards (we made the second bit up). As well as a seeker, by the way, each team has a couple of bludgers, two beaters and three chasers. It's the latter's job to score the goals, the former two, er, hit each other a lot.

At first glance, the set up of Quidditch isn't the easiest to wrap your head around, and the game does have to reflect that. However, that's not likely to be at the expense of accessibility. This is a game aimed at all the family, and thus all indications are that the learning curve will be gentle enough to facilitate you picking up the game and getting to grips with it very quickly. We hope that as you progress, you can learn new tricks and be kept interested for that bit longer. From what we've seen so far, the controls have been kept quite simple and reasonably effective, so that's a good thing.

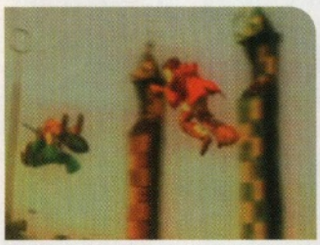
PLAY ON HISTORY

WHAT'S GONE BEFORE

Thus far, Harry Potter games have been strictly single-player affairs. *Quidditch World Cup* is the first offering with a multiplayer mode...

SWEET!

Teams featured include USA, England, Nordics, Australia and France. Each country has its own strengths and unique kit.



Go on. You try getting hold of that

COME FLY WITH ME...

So that's Quidditch, but where do you fit in? Well, you control a team chosen from one of the four houses at Hogwarts. Things kick off with some challenges to get you into the throws of it, and then the House competition from which you must emerge victorious. Then the World Cup element comes in. Teams are introduced from across the globe to take part, and it works on an intriguing-sounding ladder system. Rather than going straight for a knock-out competition, the idea is you must defeat the team directly above you in the table by a certain number of points in order to move above them. EA reckon that adds a tactical element – there's no point going for the golden snitch to end the game if the scoreboard doesn't give you the numbers you need.

"THE EARLY SIGNS? QUITE PROMISING"

Still, it does all look quite exciting, and as we said at the start, Quidditch always sounded like it would make a good videogame. It's certainly our early tip for Christmas number one, but here's hoping the game itself lives up to its obvious potential. The early signs? Really quite promising... ■

AND THERE'S MORE...

Good news! *Quidditch World Cup* will appear on all formats. Not only are PC, Xbox, GameCube and PlayStation2 versions planned to go on sale on the same day, but there's also a version for the Game Boy Advance. Nobody's left out...

FINAL FANTASY CRYSTAL CHRONICLES

GAME SPEC

PUBLISHER: .....NINTENDO
DEVELOPER: .....GAME DESIGNERS' STUDIO
NO OF PLAYERS: 1-4
WEBSITE: .....www.nintendo.com

WHICH CONSOLE?

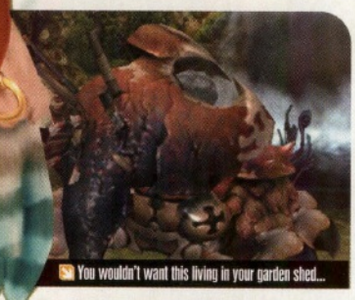
PLAYSTATION2 | XBOX | GAMECUBE

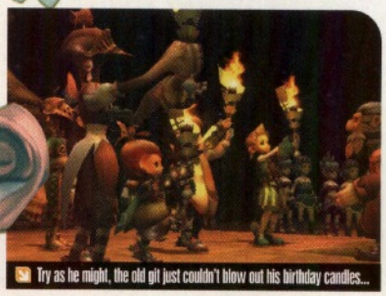
DECEMBER 03

PLAY ON NEW SHOTS

THE FINAL FANTASY SAGA MAKES ITS LONG-AWAITED RETURN TO NINTENDO...

"A SIDE-STEP FROM THE TRADITIONAL FINAL FANTASY OFFERING"


You wouldn't want this living in your garden shed...


Try as he might, the old git just couldn't blow out his birthday candles...

The battle screens reveal much about the game. As well as new foes, some monsters from earlier *Final Fantasy* games are used. The boss battles are as fearsome as ever – one boss looks like a giant crab. The battle system itself has been overhauled too, allowing your characters to move freely around the battlefield instead of being rooted to the spot.

Final Fantasy Crystal Chronicles represents a side-step from the traditional *Final Fantasy* offering, but offers plenty that's familiar too. The main change is a shift of emphasis towards multiplayer gaming. Unlike *Phantasy Star Online*, this is achieved by four players working together on the same GC, using Cube controllers or GBAs. Each player can control an individual character, making teamwork an important consideration and taking role-playing back to its dice-and-paper roots. By combining your talents, you can inflict far more damage than if you work alone. For example, an Ice spell

THE BUZZ

The GameCube-exclusive *Final Fantasy Crystal Chronicles*, the first *Final Fantasy* game on a non-handheld Nintendo console in over a decade, is already looking incredible. Unusually for an RPG, up to four players can swash and buckle their way through the game, each using a GBA as a controller. And, perhaps surprisingly, this is more than just a gimmick...

PLAY ON HISTORY

WHAT'S GONE BEFORE

Final Fantasy Crystal Chronicles comes from a fine tradition of *Final Fantasy* RPGs. The first game was released on the NES in 1987!

freezes your foe. By working together, you can make sure the rest of your party is ready with some heavy hitters, striking while your foe is frozen.

CRYSTAL CAGE

And if you're wondering what's to stop the players moving in all directions and preventing the camera from following each other *Gauntlet*-style, they've got that covered too. The Death Vapour, a sort of poisonous gas that causes damage if you walk into it, covers the land. Your only hope is Crystal Cage, which keeps the gas at bay and ensures your characters' lungs are Death Vapour-free. One character carries the cage (over his head) and the others must stay inside it or be slowly poisoned. In battle, it's placed on the ground so all four characters can fight. Thus, if one of your team decides following the leader isn't for him and he'd rather muck around while everyone else waits for him to move in the right direction, don't worry – he'll be dead soon anyway.

One area on which we're very thin on information is the plot. We know the game takes place in a world with several towns as well as wide-open wilderness areas, but then, this is hardly Earth-shattering news. Translating the Japanese dialogue in some of the screenshots shows one of your tasks is to take a letter from one town to another, but again this is staple fare for an RPG. The lid has yet to be lifted on whom you're fighting and why.

MAGIC

We've a few early insights into the use of magic in the game too. Defeated enemies often release purple spheres, which the players can collect. Each sphere contains a spell that's released by throwing it at a foe. You can hold up to ten of them at a time.

Whether this is the sole means of casting spells or is in addition to the more traditional ways of the mage is not yet known. There are some really clever tricks you can pull with the spells too. For example, a Water spell cast over dry farmland will water it. No surprises there, but if you cast it over a hole in the ground, you create a pond. Why would you want to? Well, what if one of your friends is on fire? Casting the spell over him is no good as he's running around like a madman, but creating a pond and guiding him into it solves all his problems (with the possible exception of having no hair or eyebrows when he's flame-free).

And now the question you've all been waiting for – when are we likely to see it? The current release date is December 2003, but could this slip? We hope not... ■

"A WATER SPELL CAST OVER DRY FARMLAND WILL WATER IT"

Guess who came last in the ice sculpture competition!

SWEET!

Use the GBA as a controller and an on-screen map is offered on the handheld. You can also use the GBA to equip your spells.

The spell effects look awesome

PLAY ON FIRST IMPRESSIONS

When a *Final Fantasy* game is released in Japan, its host console gets a boost in sales.

JAMES BOND 007: EVERYTHING OR NOTHING

THE TUXEDO IS BACK. THE GUN IS BACK. BOND IS BACK. AGAIN...

GAME SPEC

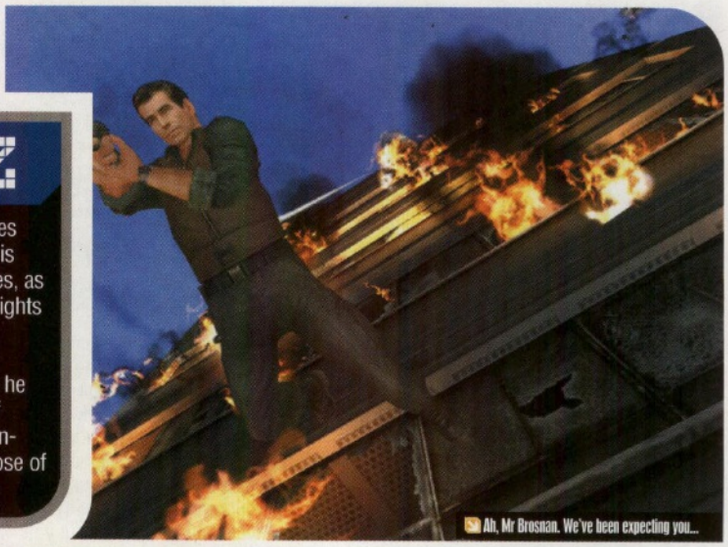
PUBLISHER: ....ELECTRONIC ARTS
DEVELOPER: .....EA REDWOOD
NO OF PLAYERS: 1-4
WEBSITE: .....www.eagames.com

WHICH CONSOLE?

PLAYSTATION2	XBOX	GAMECUBE
WINTER 2003	WINTER 2003	WINTER 2003

THE BUZZ

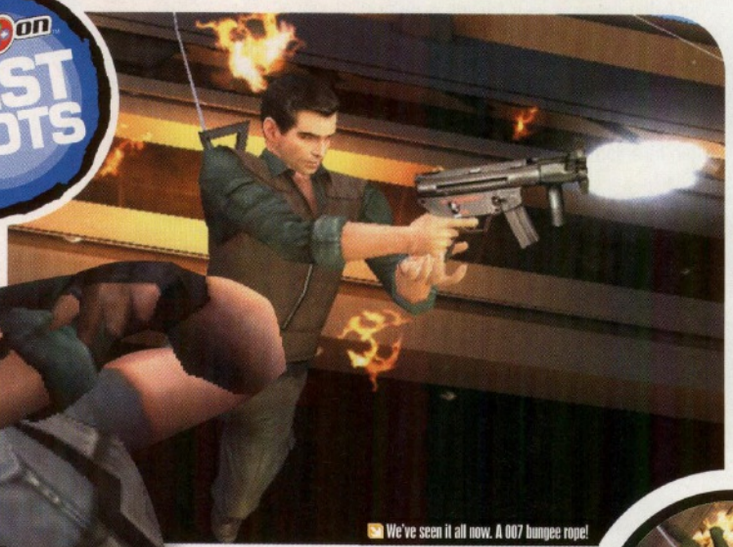
Another of Electronic Arts' cash-cow licences set to make a reappearance this Christmas is 007. And you'd better get used to Bond titles, as EA has inked a deal giving them exclusive rights to his games until 2010. So whilst you're putting you feet up, stuffing your face with turkey and ripping open presents, what will he be doing? Sitting on your games system of choice, stuck in the middle of another action-stealth title with numerous baddies to dispose of in his own inimitable way...



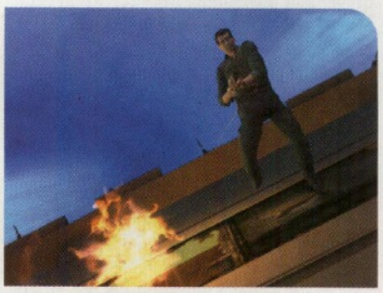
Ah, Mr Brosnan. We've been expecting you...

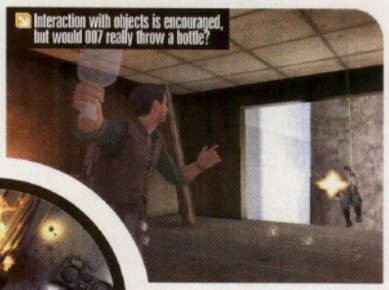
The visuals are shaping up nicely – this is from the PS2 version

PLAY ON FIRST SHOTS



We've seen it all now. A 007 bungee rope!





Interaction with objects is encouraged, but would 007 really throw a bottle?

"A FEW WELCOME FRESH IDEAS"

EA has already confirmed Pierce Brosnan's voice and likeness takes a starring role, but they're being less open about the plot. We do know they're introducing a third-person perspective for added cinematic effect, and the traditional array of weapons, gadgets and exotic locations show up too. They're also talking up the fact that missions can be beaten in more than one way, and that a variety of tactics can be employed to fend off combat – for instance, adopting the identity of some you just happened to kill ten minutes earlier.

SWEET!

Multiplayer options include four-player arena-based shoot-outs and a two-player co-operation mode.

UP AND DOWN

Bond games have, over the past few years, been a very much up-and-down affair. None of the recent generation has touched the genius of the Nintendo 64 classic *GoldenEye*, and the production-line approach to them doesn't seem to help. Still, *Everything or Nothing* does look to have a few welcome fresh ideas, and certainly from the visuals we've seen so far, it's a mission that's on course. ■

BUY IT AT TOYS R US

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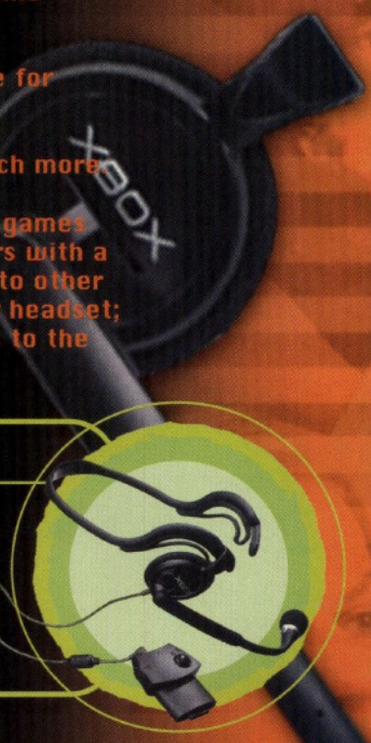
BUT... The best reason to get XBOX LIVE is to play great games with and against REAL people. Xbox Live enables gamers with a broadband connection to find their friends easily; talk to other players during a game through the Xbox Communicator headset; download current statistics, new levels and characters to the Xbox hard drive; and play online.



The Xbox Live Starter Pack includes...

- Xbox Communicator headset (used for voice communication during online gaming)
- A 12-month subscription to the Xbox Live service
- TWO Xbox Live-enabled game demos; MotoGP and Whacked!
- And all for ONLY £39.99!

With a hard drive, Ethernet port and slots for the Xbox Communicator built into all controllers, Xbox was designed for amazing online play right out of the box.

LIVE ENABLED

CHECK OUT THESE XBOX LIVE ENABLED GAMES

MIDNIGHT CLUB 2

SOLDIER OF FORTUNE 2

GHOST RECON

TOP SPIN

PROJECT GOTHAM RACING 2

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PLAY ON FIRST SHOTS

TIME CRISIS 3

THE ORIGINAL ALL-ACTION GUNCON BLASTER RETURNS, AND IT'S LOOKING MEAN...

GAME SPEC

namco

PUBLISHER: .....SONY CEE
DEVELOPER: .....NAMCO
NO OF PLAYERS: 1-2
WEBSITE: ..http://www.namco.com

WHICH CONSOLE?

PLAYSTATION2	XBOX	GAMECUBE

LATE 2003

THE BUZZ

It's back, bigger and better than before, but retaining the series' unique hit-'n'-hide system. Boasting the entire arcade coin-op plus some additional console-only features, this PS2-exclusive light gun blast looks set to once again raise the benchmark for the genre.

The game's unique feature, the hit-'n'-hide system, is an arcade favourite. On the coin-op, you pressed a pedal to duck away from your foes, hiding behind a box or backing around a corner. On releasing this pedal, you nosed your way into the fray, exposing yourself to enemy fire but bringing the baddies into your own gunsights. On the PS2, the pedal control is slaved to the light gun (or joypad, if you prefer), but the gameplay mechanic holds just as true.

"THE LIGHT GUN GENRE IS NOT EXACTLY RENOWNED FOR VARIETY"

PLAY ON HISTORY

WHAT'S GONE BEFORE

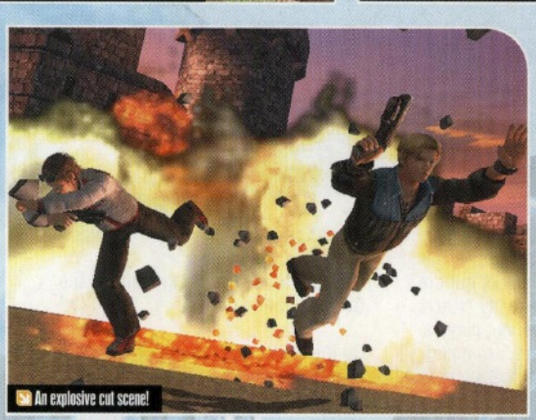
Time Crisis 3 is preceded by two PSone games. They look a little dated now – good job the series is being brought up to date, then...

SWEET!
You're up against a whole army this time around.

This boss baddie takes a leaf out of Wolverine's book...

Almost every light gun game has a huge piece of flying ordinance as an end-of-level baddie somewhere in the game...

Four weapons are available to the player in *Time Crisis 3*. These are collected by blasting power-ups found during each of the game's three main stages. The weapons at hand are a handgun, machine gun, shotgun and grenades. Namco also promises some sniping action, presumably with a dedicated sniper rifle offered in addition to the four main weapons. This could prove a real boon if they get it right, but the recent conversion of Konami's *Silent Scope* suggests they've got their work cut out. Still, the change of pace should prove welcome – the light gun genre is not exactly renowned for variety.


An explosive cut scene!

Motoring in Iraq was never much fun...

"TIME CRISIS 3 COIN-OP IS AROUND TWICE AS LONG AS THE SECOND GAME"

Like most light gun games, your ammo is limited, with the exception of the handgun, which is (of course) the default weapon. Assessing which weapon to use in a given situation is (we're told) the key to success. In the arcades, the changeover is achieved through a menu accessed by pulling the trigger while hidden (ie. when the pedal is pressed). We presume the PlayStation2 version will preserve this trait.

ONWARDS AND UPWARDS

Although boasting only three stages with three areas in each, the *Time Crisis 3* coin-op is around twice as long as the second game. This is likely to be the same for the PS2 version, with the console bonuses offering extra modes and Easter eggs rather than an entire new level. The game as a whole offers a more 'cinematic' feel, with particular attention being paid to the voice-overs. While the previous *Time Crisis* games often felt like a badly-dubbed Hong Kong action movie, the production values on the third game are much higher. The GunCon is utilised, of course, and also packaged with a special edition of the game.

As always, there's a story behind your all-out baddie battles. In the small Mediterranean country of Lukano (don't bother looking it up on the map – it ain't real) is under threat of invasion from the forces of the Zagorias Federation. Their armies have over-run the plucky little nation, but its citizens formed the Front for the Liberation and Independence of Lukano, and are fighting back. Word reaches the freedom fighters that the Zagorias army has moved tactical missiles to the island of Astigos (also fictional), putting the Front at a huge disadvantage. A special task force is sent to confirm the existence of these missiles, but they're discovered. Is the war over? Not yet – neighbouring VSSE, anxious that such a warlike nation should hold such weapons, send in a task force of their own. Agents Alan Danaway and Wesley Rambart tool up and head for Astigos. And rumour has it PS2 owners will meet Alicia Winston once more too... ■

Things really hot up when you enter the factory

UP AGAINST IT?

Light gun games are few and far between on the PS2, but look out for *Gunfighter 2: Revenge of Jesse James*.

FIFA FOOTBALL 2004

THE 2004 VERSION OF ELECTRONIC ARTS' LONG-RUNNING SOCCER SAGA HAS ONLINE ACTION IN ITS SIGHTS, BUT ONLY IF YOU'RE PLAYING ON A PLAYSTATION2...

GAME SPEC

PUBLISHER: ....ELECTRONIC ARTS
DEVELOPER: .....EA SPORTS
NO OF PLAYERS: 1-4
WEBSITE: .....www.uk.ea.com

WHICH CONSOLE?

PLAYSTATION2	XBOX	GAMECUBE
AUTUMN 03	AUTUMN 03	AUTUMN 03

EA promises the smoothest player animations to date

PLAY ON FIRST IMPRESSIONS

If the PS2 online element works as well as EA claims, the 2004 edition could offer a refreshingly upgraded experience.

THE BUZZ

However many times Electronic Arts bring out a new *FIFA* game, it goes straight into the charts at Number One, though the franchise has often been criticised for making little progress from one game to the next. Thankfully, the series went up a gear with *FIFA 2003*, which was widely lauded as the best *FIFA* game to date. And the PS2 version of 2004 game builds on its success with online capabilities...

PLAY ON FIRST SHOTS

Online play allows *FIFA* players to compete against each other over the internet. Details on how this works out are sketchy, but a few facts are already clear. After logging onto a *FIFA* server, players meet in a lobby and chat, arranging matches between themselves before taking to the pitch. Online tournaments are catered for. There's also downloadable content, though whether this updates player rosters as their real-world counterparts get transferred remains to be seen. Unfortunately, only the PS2 version of the game will be playable online, and not the Xbox or Cube outings.

According to EA, *FIFA 2004* is 'the most complete and authentic soccer experience'. Like *F1 Career Challenge*, reviewed this very issue, *FIFA Football 2004* offers a Career Mode. You can now take a team from the lower divisions and battle through the ranks, working your way up the rosters and strengthening your team in the transfer market. The game engine has been tuned, and the animation engine beefed up. Likewise, the artificial intelligence has been polished.

TACTICAL AWARENESS

To boost the game's tactical side, EA has hired Erich Rutemöller as a consultant. Rutemöller is part of the FIFA Technical Committee, and travels the world teaching the game's top coaches the fundamentals of football, such as formations, tactics and more. He's also a member of the coaching staff for the German national team.

On the presentation front, *FIFA Footie 2004* boasts new camera angles, intelligent commentary, more than 300 new crowd chants, more licensed stadiums and an all-new dynamic weather feature. There's over 500 official licenses too, including 16 leagues and 350 teams. You can play with the top clubs from the top European leagues such as Spain, England, Italy, Germany and France. ■

"ONLINE GAMES CATERED FOR"

The detail on the crowds and stadia are incredible

AND THERE'S MORE...

There are PC, PSone and Game Boy Advance versions of *FIFA Football 2004* in the pipeline too, which also appear in the autumn. GBA footie titles are getting better all the time, but we've yet to see the definitive one. Perhaps *FIFA 2004* will set new standards...

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Available from† TOYS R US

PIKMIN 2

AS WELCOME A SEQUEL AS WE'VE SEEN IN AGES, THE CUBE'S FAVOURITE CRITTERS ARE BACK...

GAME SPEC

PUBLISHER: .....NINTENDO
DEVELOPER: .....NINTENDO
NO OF PLAYERS: 1-2
WEBSITE: www.nintendo.com/games

WHICH CONSOLE?

PLAYSTATION2 | XBOX | GAMECUBE

NOV 2003

PLAY ON FIRST SHOTS

Captain Olimar now has an assistant

It takes teamwork to bag the best valuables

THE BUZZ

One of the unquestionable delights of the first few months of the GameCube was *Pikmin*. A strategy game at heart, its delightful visuals, simple controls and engrossing challenge keep it in the top five Cube titles to date.

Its sequel, due out shortly, reunites us with the hero of the original, Captain Olimir. Along with his new assistant, he's on a mission to rescue his company from bankruptcy. How? By heading back to the Pikmin's world to hunt for treasure buried beneath the surface.

TWO TO TANGO

Whereas the original had a strict time clock to work by, *Pikmin 2* seems to be more open-ended, and that relaxation of the rules gives you more time to explore your surroundings. There's much to find, too. As well as the red, blue and yellow Pikmin you needed to find, produce and command in the last game, we're promised some new colours, again with their own individual skills that become apparent over time. And from what we've seen so far, it looks like you're going to need them.

Random dungeons, over 60 enemy species and a gamut of puzzles stand between you and financial security.

Frankly, we can't wait for *Pikmin 2*. The bits we've seen of it so far show Nintendo has been careful to listen to the criticisms of the first game, and in leaving it a lot more open-ended, has given us the chance to sit back, relax and simply enjoy the game. ■

"WE CAN'T WAIT FOR PIKMIN 2"

SWEET!

An assistant gives gameplay a slightly different angle. Now the two of them can lead different Pikmin at the same time.

Game for a Laugh?

The 12 games included in EyeToy: Play are as follows...

Beat Freak

For family members that love to dance! Choose one of the licensed tracks then use the flying CDs as a guide, and hit the loudspeakers in time with the music.

Kung Foo

Use any technique you know as you take on a relentless wave of martial art opponents. Whether they come running along the ground or leaping in from the top of pagodas, you have to react quickly to stop them getting through your defences

Wishi Washi

Wash your way through a series of windows, cleaning off all the soap suds to progress on the next floor.

Keep Ups

Stop the ball from falling off the bottom of the screen by doing keep-ups with your head. You have to deal with various characters appearing throughout the game. Avoid the good ones but hit the bad with the ball if you can.

Boxing Chump

It's time for the main event, and you have to take on Big Robo Bro. You have to try and avoid your opponent's guard to if you want to land a proper punch, but remember to keep moving so you don't become an easy target.

UFO Juggler

3, 2, 1, Blast Off! Take control of the UFOs as they emerge from their launch bays and give them enough spin to fly off the top of the screen. Be careful not to overdo it, though, and you'd better keep an eye on the weather.

Slap Stream

Watch carefully as a sequence of characters pop out of the four clouds. All you need to do is hit the evil ratmen while avoiding the bunny girls. The faster you get them, the higher your score.

Boogie Down

Select your track and then watch out as she pulls off some funky dance moves, by triggering a combination of five disco lights. Now it's your turn to repeat the moves in time with her. The more accurate your timing, the more points are awarded.

Plate Spinner

Try to keep the plates spinning on their poles. It starts with just one, but you soon have four on the go. Keep and eye out for the evil monkeys; they try and knock the plates off if you give them a chance.

Ghost Catcher

Spot the ghosts as they appear from the graveyard and try to pop them before they escape off the top of the screen. The ghosts certainly keep you busy, but you need to watch out for bats as well; they suck your points away if you're not careful.

Mirror Time

Burst the good bubbles and avoid the bad ones as a series of four appear on screen. Sounds easy. Unfortunately, not only do the bubbles start shrinking as soon as they appear but you have to contend with a rotating screen as well, just to make things that little bit more difficult.

Rocket Rumble

Make your selection from the rockets fired onto the screen and then hit the detonators to set off spectacular explosions. Link together chains of like-coloured rockets to open up the special ones, allowing for even more stunning, and higher-scoring displays.

EyeToy™ Play

at TOYS 'R' US

Grab Sony's exciting new PlayStation2 gadget from Toys 'R' Us TODAY...

PlayStation 2
Get up and Play!
Out Now, Sony's EyeToy: Play has hit the shelves. It's the first title to utilise the PlayStation2's exclusive EyeToy technology. EyeToy: Play is a compendium of 12 games, which are not only stunningly simple and instantly playable, but deliver compelling entertainment for every member of the family.
FREE
when brought with a PlayStation2 console this Summer at Toys 'R' Us

By linking the PlayStation2 to the supplied EyeToy USB camera, the players feature live on screen within the game, enabling them to physically interact with and manipulate game-featured characters and environments. YOU are the star of the game!

With no complicated button-pushes, *EyeToy: Play* is instantly accessible, as all you need to play is the ability to move! Guaranteed to have you leaping across your living room, *EyeToy: Play* is a very active alternative to the button-bashing of other games. So come on all you couch potatoes, get up off that sofa and *Play*!

MARIO KART: DOUBLE DASH!!

MARIO'S KARTING ONTO THE CUBE, BUT DOES HE BRING ANY FRESH IDEAS WITH HIM?

GAME SPEC

PUBLISHER: .....NINTENDO
DEVELOPER: .....NINTENDO
NO OF PLAYERS: 1-8
WEBSITE: .http://www.nintendo.com

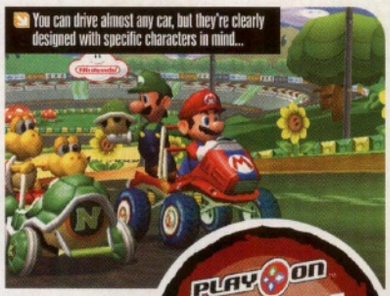
WHICH CONSOLE?

PLAYSTATION 2 | XBOX | GAMECUBE

OUT LATE 2003

THE BUZZ

The *Mario Kart* games have long been regarded as classics. A GameCube version was inevitable, but where could they take the series that it hadn't already been? Always full of fresh ideas, Nintendo has come up with something original...


You can drive almost any car, but they're clearly designed with specific characters in mind...

The karts look stunning...

PLAY ON NEW SHOTS

Good to know the banana weapon's still there...

Split-screen multiplayer games are the heart of *Mario Kart*...

"DOUBLE THE FUN!"

On *Mario Kart: Double Dash!!*, you control two characters at a time – one does the driving, the other fires the weapons. You team up as you race around madcap Mushroom Kingdom circuits or battle it out for items and power-ups in brand-new arenas.

So how does it work? At present very little has been revealed, but we know your chosen chums can swap places at any time. This could affect your drive. For example, if you choose Donkey Kong and Peach, the princess can handle the driving duties when you need some nippy speed on the straights, switching to the killer gorilla when you need a heavyweight ride that hugs the ground. Each character has individual weapons specific to him or her too. In a first for the series, you can select your own kart, though the smallest characters cannot fit into the largest cars and vice versa.

MULTIPLAYER MADNESS

Like all versions of *Mario Kart*, you can hold onto a power-up to use it later, but in *Double Dash!!*, you can grab an item, switch drivers and then grab another, effectively holding two. Very useful! You can't hold the Fire button and drag a weapon behind you to cover your backside, but shells and the like become visible briefly before they hit, enabling you to pull a jink and dodge 'em. Likewise, you can recover from driving over a banana by tapping Brake, just like in the GBA game.

Needless to say, four-player action is catered for. It just wouldn't be *Mario Kart* if it wasn't. But with a broadband adapter, up to eight players can play online, or you can use multiple Cubes and tellies in the same room and play over a local area network by linking the GameCubes. ■

PLAY ON HISTORY

WHAT'S GONE BEFORE

This shot from an early video was designed to show off the power of the Cube rather than hint at what the game would be like.

For Game Boy® Advance and Advance SP

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www.CODEJUNKIES.com

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THE HOBBIT

EVER WONDERED HOW THE FELLOWSHIP FOUND SAURON'S RING?

GAME SPEC

PUBLISHER: . . .VIVENDI UNIVERSAL
DEVELOPER: . . . . . .SIERRA
NO OF PLAYERS: 1
WEBSITE: . .www.lordoftherings.com

WHICH CONSOLE?

PLAYSTATION2	XBOX	GAMECUBE
SEPTEMBER 03	SEPTEMBER 03	SEPTEMBER 03

As you explore the mystical world of Middle-earth, you must jump gaping chasms, climb treacherous mountains, solve mind-bending puzzles and battle hordes of enemies just to survive. Meet enchanting Elves, battle-ready Dwarves, a powerful Wizard, massive Trolls, bloodthirsty goblins, and more as you traverse from the peaceful lands of the Shire to the harrowing forests of Mirkwood. And that's just the beginning...

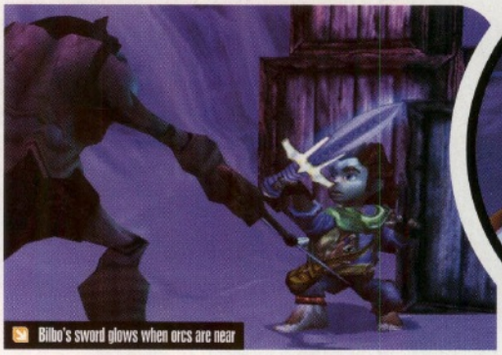
According to Vivendi, The Hobbit is 'a true adventure game, combining the best elements of action, stealth, role-playing, and puzzle-solving'. We're also promised a deep combat system, and five different abilities that grow with experience. Watch out too for Stonelords, a mini-game that involves collecting and trading. ■

THE BUZZ

Before *The Lord of the Rings* came *The Hobbit*, where Bilbo Baggins (uncle of Frodo) became entangled in an epic quest. Soon console owners will be able to play the starring role in this third-person action adventure...

AND THERE'S MORE...

The game is also coming out on the PC and Game Boy Advance.



Bilbo's sword glows when orcs are near

THE TREASON OF ISENGARD

GAME SPEC

PUBLISHER: . . .VIVENDI UNIVERSAL
DEVELOPER: . . . . . .SURREAL
NO OF PLAYERS: . . . . . .TBA
WEBSITE: . .www.lordoftherings.com

WHICH CONSOLE?

PLAYSTATION2	XBOX	GAMECUBE
LATE 03	LATE 03	LATE 03

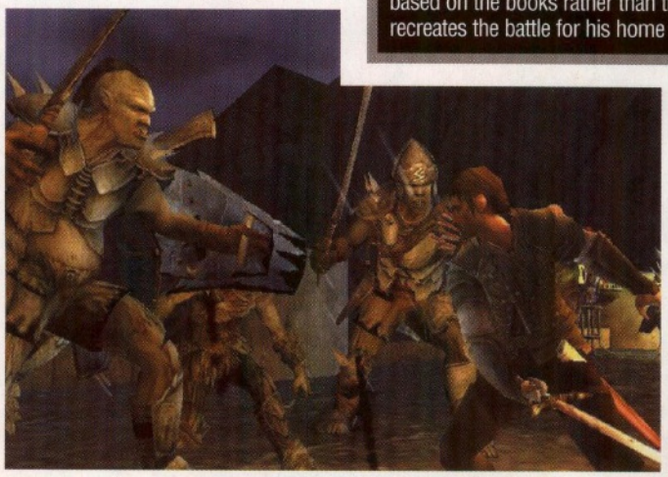
THE BUZZ

Saruman the White was once a great ally of Gandalf, but fearing the Dark Lord, he betrayed his fellow wizards and sought the Ring for himself. This new *Lord of the Rings* game, again based on the books rather than the films, recreates the battle for his home tower, Isengard.

LOOK WHAT HAPPENS WHEN WIZARDS GO BAD...

The dwarf, Gimli, is always in the thick of it...

You influence the tides of war as you control multiple characters in their epic confrontation with evil. There are unique skills upgrades for each playable character, introducing a role-playing element, and advanced artificial intelligence allows non-playable characters to aid in battle. ■



SWEET!

You can't fault lighting effects like these and the rest of the game looks just as good...

TERMINATOR 3: RISE OF THE MACHINES

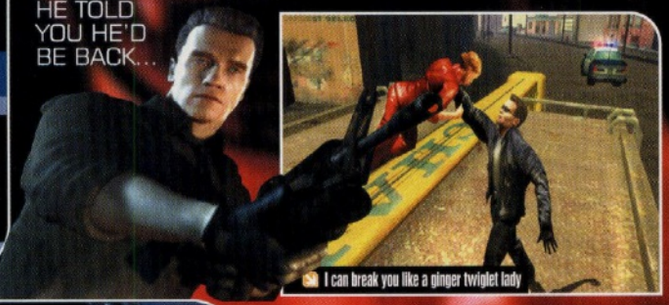
GAME SPEC

PUBLISHER: .....ATARI
DEVELOPER: .....BLACK OPS
NO OF PLAYERS: .....TBA
WEBSITE: .....www.atari.com

WHICH CONSOLE?

PLAYSTATION2	XBOX	GAMECUBE
AUTUMN 03	AUTUMN 03	AUTUMN 03

HE TOLD YOU HE'D BE BACK...



I can break you like a ginger twiglet lady

THE BUZZ

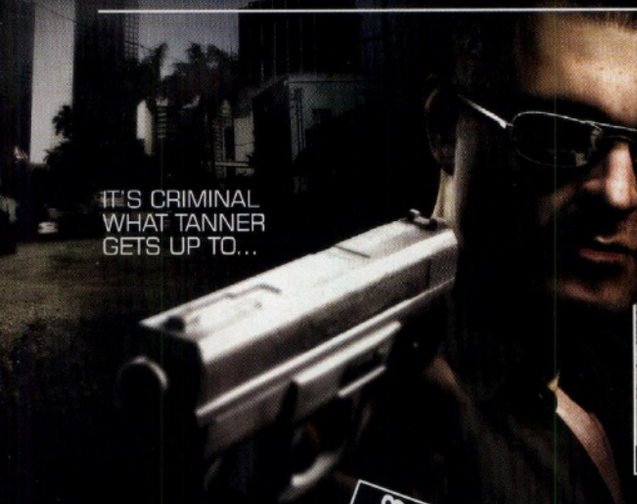
Chasing the tail of this year's blockbuster movie is the inevitable *Terminator* game, which weaves in and out of the film's script. You play as the guv'nor of cyborgs, the Terminator, an advanced fighting machine reprogrammed to save humanity from the SkyNet holocaust.

You can look forward to seeing Arnie's mush in this

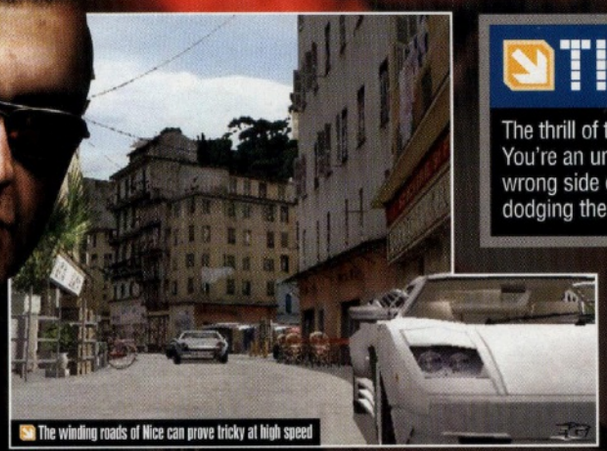
E3 features exclusive film footage created specifically for the game. Filmed by director Jonathan Mostow, the five-minute segment features Schwarzenegger, and apparently sheds new light on the mythology behind the origins of the Terminator. Footage from the movie is also smattered throughout the game. The player controls the Terminator before it was programmed to save John Connor. This allows you to test terminating skills against the Tech Com special forces.

Hasta la vista, baby...

The first-person action covers everything from futuristic wastelands to present-day LA Military bases. Laboratories and downtown LA are included in the 20-some locations. Also, swift and efficient Arnie-style enemy disposal should be possible using weapons featuring the SkyNet Arc-Laser, Tech-Com Micro Rocket Launcher and the AR-15 Assault Rifle with M202 Grenade launcher. But when it's a Terminator versus Terminator face-off, only brutal hand-to-hand combat will do. ■



IT'S CRIMINAL WHAT TANNER GETS UP TO...



The winding roads of Nice can prove tricky at high speed

THE BUZZ

The thrill of the chase; that's the heart of *Driver 3*. You're an undercover cop operating on the wrong side of the law, tailing criminals and dodging the boys in blue.

DRIVER 3

GAME SPEC

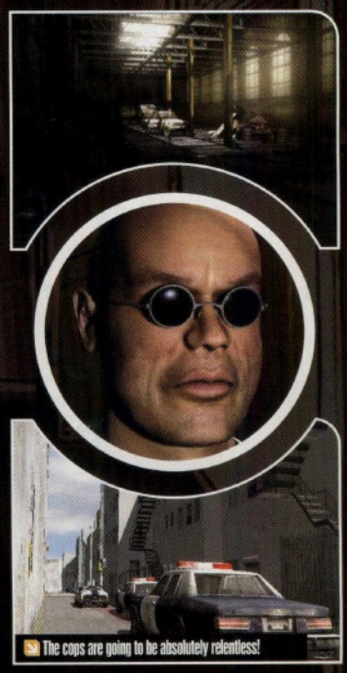
PUBLISHER: .....ATARI
DEVELOPER: .....REFLECTIONS
NO OF PLAYERS: 1-2
WEBSITE: .....www.atari.com

WHICH CONSOLE?

PLAYSTATION2	XBOX	GAMECUBE
DECEMBER 03	DECEMBER 03	DECEMBER 03

As in the last two games, you play Tanner. Use every tactic in the book (and some that aren't) to stop felons committing acts of naughtiness on the city streets. Be prepared for high-speed car chases through busy traffic and narrow alleyways, mixed with cut scenes that drive the story.

This time around you get to venture further afield than cities around the good old USA. Instead you drive in Nice, Istanbul, and Miami. Particular attention to the detail in each city is evident, both on the streets and indoors, with roads and landscapes being designed across up to 30 square miles in each area. The cars are unlicensed, but resemble real-life vehicles. Although the characters still have that rather odd, slightly-exaggerated look, the level of detailing is quite remarkable. With any luck, this will be one of those games where you can grab your family and amaze them with what your console can do this Christmas. ■



The cops are going to be absolutely relentless!

TOYS R US

GOES DANCE CRAZY!

Konami games are all the rage on your PlayStation 2, Psone and PC, and Toys R Us has put together some groovy special offers featuring the sizzling PLAY ON dance mat...

PS2 Console PLAY ON Dance Mat, Britney Spears Crossroads DVD, Jungle Book, Eye Toy, Karaoke Mixer, Now 2003 Vol 1 Karaoke DVD, Britney Spears Dance Beat, Philips Microphone Scart Cable

£219.99

Dancing Stage Mega Mix PLUS TWO Exclusive PLAY ON Dance Mats for

£44.97

PC Dance Mat and FREE CDR Jungle Book Groove Party for

£19.99

PSOne Console, Two Exclusive PLAY ON Dance Mats, PSone Bratz game and PSOne Superstar Dance Club game for only

£79.99

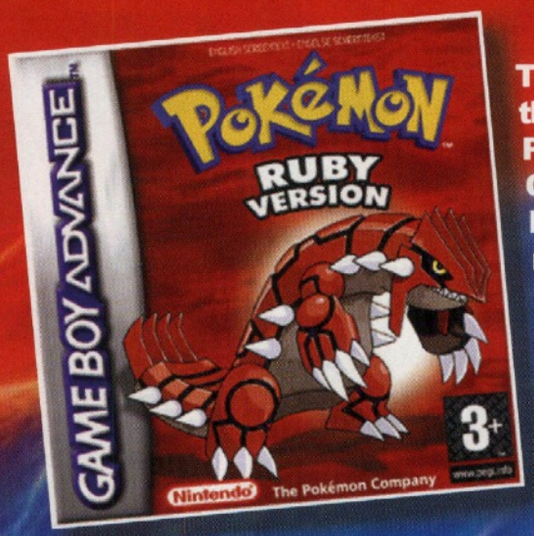
Exclusive PLAY ON Dance Mat with FREE PSone Bratz game for

£19.99

Exclusive PLAY ON Dance Mat with FREE PSOne Superstars Dance Club for

£19.99

Five lucky winners must bag copies of POKÉMON RUBY AND POKÉMON SAPPHIRE, with an Action Replay to blow them wide open!



They were a long time coming, but the Game Boy Advance's first two Pokémon games are seriously cool. Check out our full review on Page Eight for details. And with Play On magazine, you can get hold of them for free! What's more, as well as a copy of both Pokémon Ruby and Pokémon Sapphire, our five lucky winners bag an Action Replay for the GBA!

POKÉMON

Gotta win 'em all!™

Datel's Action Replay is the perfect companion to the Pokémon games.

Using its built-in Pokémon cheat codes, you can fill your Pokédex at the touch of a button. You can also give yourself infinite quantities of any item you choose, and even beef up your monsters' levels before throwing them into battle. Becoming a Pokémon Master has never been easier! Remember, though, you don't have to use every cheat. If you want to play the game unassisted, but need a little help every now and then, or just want to open a hidden pokémon you can never find in the game, then go for it – cheat lite.

And it doesn't matter whether you have one of the original GBAs or a new Game Boy Advance SP – the Action Replay works with both.

To win one of these sizzling prizes, just answer this simple question:

Q: WHAT ARE THE TWO NEW POKÉMON GAMES FOR THE GBA CALLED?

A: Morecambe and Wise
B: Fish and Chips
C: Ruby and Sapphire

When you think you know the answer, ring our Competition Hotline on:

09064 774478

You'll be asked for your name and address. Speak clearly. If you sound like you're trapped in a Pokéball, we won't know where to send your prize.

Calls cost 60p a minute at all times. Lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines close at midnight on 25th September. The editor's decision is final and no correspondence will be entered into. Make sure you ask permission from the person who pays the bill.

PS2 GOES ONLINE

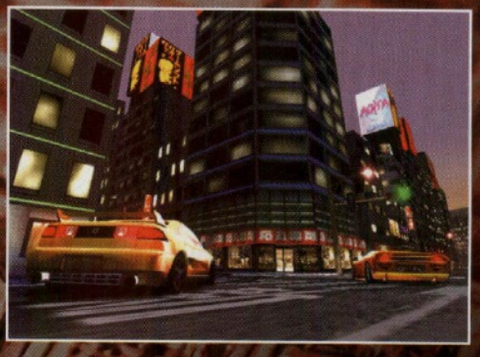
AS THE PLAYSTATION2 ENTERS THE BRAVE NEW WORLD OF ONLINE GAMING, WE TAKE A LOOK AT SOME FORTHCOMING TITLES...

Servers, modems, broadband USB, ISP, ping – you know the technical twaddle by now. But what will the games be like? We've told you elsewhere about Electronic Arts' sports games (see the news and the FIFA Football 2004 preview on Page 36), Gran Turismo 4 (previewed on Page 24) and Twisted Metal: Black Online (reviewed on Page 74). Now let's check out the rest of the PS2's online offerings, from both here and in the States. Release dates are offered for the UK games, but if it's already out in America, we've given it an import rating too...

MIDNIGHT CLUB II

Rockstar Games, Out Now

Playable online or offline, *Midnight Club II* is a brilliantly-executed street racer with lots to unlock. Single-minded and arcade-friendly, it's not awash with new ideas, but it more than makes up for this with brilliant execution. Online offerings include races and battle options such as Capture the Flag and Detonator, where you get rid of a bomb before it blows. **8/10**



SOCOM: US NAVY SEALS

Sony CEE, Out Now

As a single-player game *SOCOM* is good, but it really goes up a notch when played online. There are three multiplayer games. Demolition involves finding a bomb and taking it to the enemy base, Suppression is an all-out team battle and Extraction sees you rescuing a hostage. You can chat to other players through a headset too, adding tactical elements. **8/10**

EVERQUEST ONLINE ADVENTURES

Sony Online Entertainment, Winter 2003

The fantasy world of *EverQuest* allows players to build lives through adventuring and questing. The world is always on, even when you're not playing. The PS2 version is set 500 years earlier than the PC's *EverQuest*, allowing for a more console-oriented game. It's likely to be the first PS2 game that requires subscription fees. **8/10**

FORTHCOMING FROLICS

AND THERE'S MORE! THESE GAMES AREN'T EVEN OUT IN AMERICA YET SO WE CAN'T RATE THEM, BUT WE'RE CERTAINLY LOOKING FORWARD TO PLAYING...

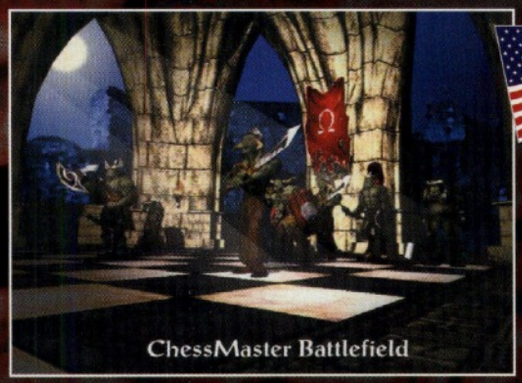
MY STREET

Sony CEE, Autumn 2003

My Street is a party game. Make your kid look how you want, then wander into a house and ask to join a game. There are seven games, although there's talk of more being downloadable once the hard drive becomes available. The current games are *Marbles, Chemistry Set, Volleyball, Chicken Herding, Dodge Ball, RC Racing* and *Lawn Mowers.* **8/10**

CHESSMASTER

Ubi Soft, Autumn 2003



This is the latest version of the long-running *Chessmaster* saga, the biggest-selling chess series ever created. OK, so chess may not be everyone's cup of vanilla Coke, but to be able to play the game online in real time against opponents from around the world is one good reason for chess fans to be interested. **8/10**

TRIBES AERIAL ASSAULT

Vivendi Universal Interactive, July 2003

Sci-fi tactical shooting action that hails from the very well established *StarSiege* universe. It hasn't proved a huge success in the US, probably living in the shadow of *SOCOM* and suffering from the fact it isn't as accessible or as immediate as the SEALster. Even so, anyone who loves jetpacks will just have to grab this game. **7/10**

AMPLITUDE

Sony CEE, Winter 2003

The sequel to *Frequency* is already rocking hard in the US. The gameplay remains the same. Follow tracks within songs and capture the notes. The songs are all-new and all great. Online there's the Competitive Mode, where you compete for dominance. The big new addition is you can put remixes online and challenge others to crack them. **9/10**

SOCOM II: US NAVY SEALS

Sony CEE, 2004

The inevitable sequel to the biggest-selling online PlayStation2 game to date. Improvements include sub-channels for defensive and offensive teams to communicate via the headset, and a Friends List so you can easily find your gaming buddies online.

EVERQUEST FRONTIERS

Sony CEE, 2004

This update adds another 162 square miles of new, uncharted territory, bringing the total game area to over 500 square miles. The game also updates the player models and offers new ways of customising your character, and introduces a new playable race; the Ogres.

FINAL FANTASY XI

Sony CEE, TBC

This one should be out in the States by the time you read this. Like *EverQuest, FFXI* is a persistent online game, so the character you create lives in an ever-moving, constantly-active world familiar to anybody who has played a *Final Fantasy* title.

DESTRUCTION DERBY ONLINE ARENA

SCEE, TBC

If driving around smashing cars is your idea of a good time (and let's be honest, that's most of us), this could quickly turn into a must-have online title.

RESIDENT EVIL ONLINE

Capcom, TBC

Instead of playing as one of the STARS team, you take control of a citizen of Raccoon city, just as it goes to the wall somewhere around *RE 1* and *RE 2*. Engage in exploration, item-gathering and puzzle-solving. There'll be plenty of gun-toting action too.

The Pokémon Company

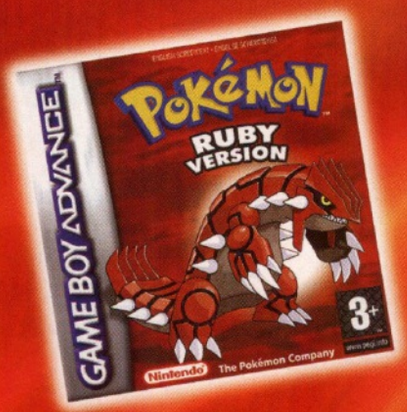
Nintendo GAMING 24:7

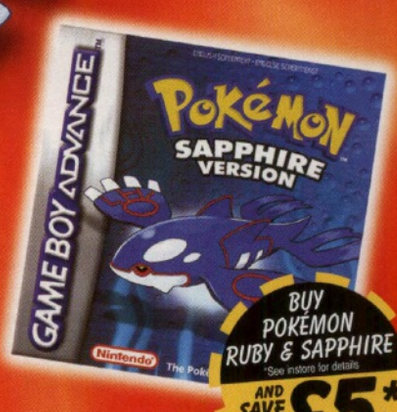
Get ready to meet over 100 new mates!

RUBY VERSION

Pokémon

SAPPHIRE VERSION ™





BUY POKÉMON RUBY & SAPPHIRE
*See instore for details
AND SAVE £5*

Coming July 25th.

Game Boy Advance & Game Boy Advance SP.

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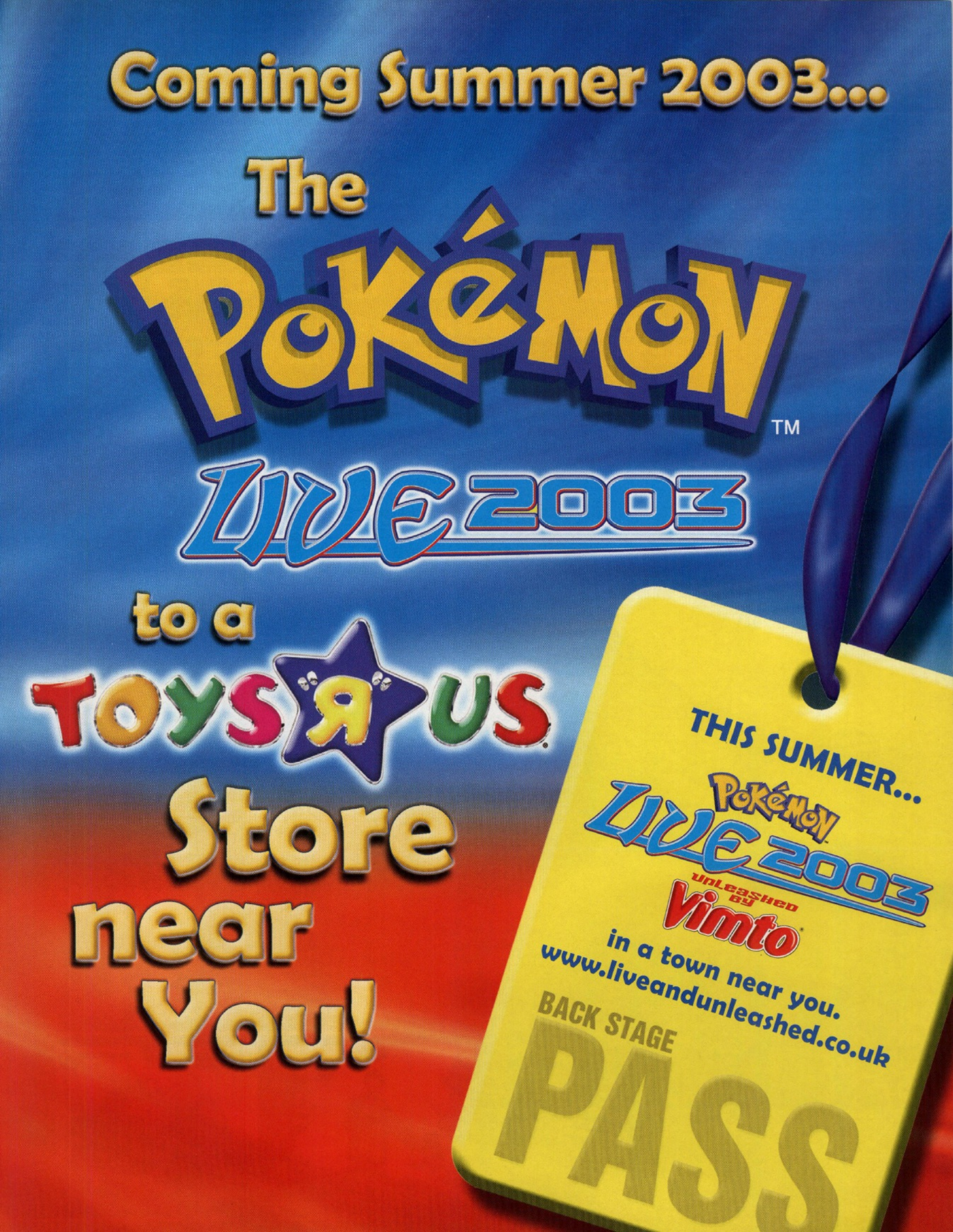
Coming Summer 2003...
The
POKÉMON
TM
LIVE 2003
to a
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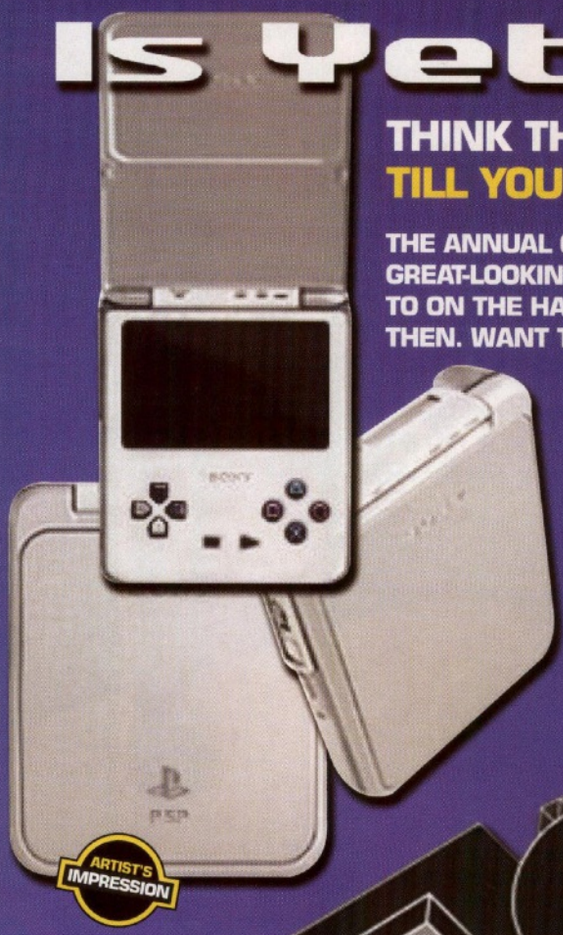
Store
near
You!
THIS SUMMER...
POKÉMON
LIVE 2003
UNLEASHED BY
Vimto
in a town near you.
www.liveandunleashed.co.uk
BACK STAGE
PASS

THE best Is Yet To Come!

THINK THE PS2 WAS A FINE PIECE OF KIT? JUST WAIT TILL YOU SEE WHAT ELSE SONY HAS UP ITS SLEEVE...

THE ANNUAL COMPUTER GAMES SHOW E3 ALWAYS GENERATES HEADLINES ABOUT GREAT-LOOKING GAMES, BUT THIS YEAR SONY FILLED IN THE WORLD ON WHAT IT'S UP TO ON THE HARDWARE SIDE OF THINGS. AND WE STARTED SALIVATING RIGHT AROUND THEN. WANT TO KNOW WHAT'S COMING OUR WAY? THEN READ ON...!



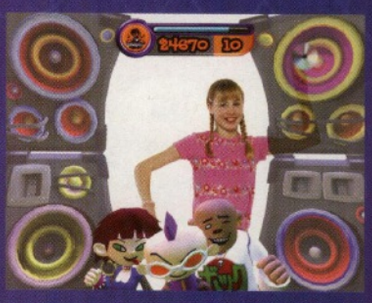
THE PORTABLE PLAYSTATION

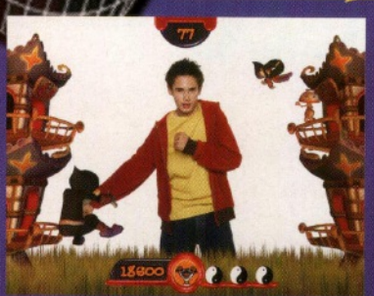
The Game Boy, in its various guises, has dominated handheld gaming for the best part of 15 years, but Sony is muscling in with the PlayStation Portable, or PSP to its mates. The console isn't expected until Christmas 2004, but from what we know so far, it's undeniably the most powerful portable gaming machine to date. Sony has been rumoured to be moving into handheld gaming for some time, so it's unsurprising they're firing out such an advanced-looking machine.

Sitting at the heart of it is a new media format called the Universal Media Disc (UMD). This is what your games are delivered on, and whilst it's still packaged into a cartridge, Sony promises cheaper titles. Each UMD has a capacity of 1.8GB, and that's a big step forward. By contrast, most games for the Game Boy Advance fit in around 256MB at most.

Built into the PSP is a screen that measures 480x272 pixels. It's a TFT LCD monitor, which comes ready-equipped with a backlight. Sony is talking already about 3D rendering possibilities. The fact that it uses the 16:9 aspect ratio (ie. the screen is the same shape as that of a widescreen telly) suggests Sony might release movies on it to boot. The PSP comes with a USB port, which means the unit can plug into all sorts of extra devices. It can hook up to the PS2 as well. It also has a slot for a Memory Stick, which means data can be easily transported around.

But with the look of the machine still not confirmed – although various unofficial mock-ups have sprung up on the Internet – and the pricing still to be sorted as well, we have to slip back into waiting mode at the moment. Still, it's always nice to have something to look forward to...





THE ALL-IN-ONE

Sony has an exciting PS2 hardware development on the way.

Later this year, the Japanese company follows the line taken by Microsoft with the Xbox and integrates a hard drive into the PS2. Chances are you already know about Sony's online gaming adapter too, but they're also looking to add a system that writes to DVDs as well. So where's all this heading? Towards a machine called the PSX ...

The PSX can, straight out of the box, replay and record CDs and also play DVDs. It features a 120GB hard drive (bigger than most PCs), along with a memory stick slot and numerous connectors. Also, it integrates an electronic program guide, a network port and a television tuner. In short, one box could theoretically replace your stereo, DVD player, video recorder and games console.

The PSX has presented a design challenge to Sony too. They're making the disc drive slot- rather tray-loading, and look to aesthetically tie it in to other living room devices. The gaming potential here is enormous. A big hard drive allows you to instantly save and store important data, and mixed with Internet technology this has the potential to make online gaming better than ever. Heck, they're even launching a USB headset so you can talk to people while you're online as well!

EYE EYE

Another piece of kit is the EyeToy.

It's a USB camera that incorporates a form of motion-tracking technology, so the image of the player appears on screen. Your body movements are replicated , and you star in a videogame yourself! Twelve games are bundled in.

By linking the PlayStation2 to the supplied EyeToy USB camera, the player or players feature live on-screen within the game, physically interacting with and manipulating characters and environments. For example, there's a boxing game where you (and therefore your on-screen image) punch enemies, and there's a window-washing title where you must drag your arms across the 'dirty' window, cleaning it inside an allotted time.

According to Sony, 'EyeToy: Play is the beginning of a new era in console games experiences, and is set to change the face of traditional console gaming as we know it'. A little optimistic in our view – it's great fun to play, but the jury's still out on whether it will develop into something long-lasting or pass as a gimmick. To check out the fun we had playing with EyeToy, check out our free DVD...

HARDWARE

ACTION REPLAY FOR PS2, GAMECUBE AND GBA

Datel, PS2: £24.99, GC & GBA: £19.99

These are the big ones! With Datel's unique Action Replay series of game enhancers, you can bust your games collection wide open, giving yourself infinite lives, infinite ammo, infinite time and more. You can also open up hidden vehicles, characters and levels, and even make your games harder if you wish. Each version of the Action Replay comes preloaded with thousands of cheats, and as Datel's dedicated team of code crackers bust open new games as soon as they come out, your Action Replay never goes out of date.

As well as cheating, the Action Replay for PlayStation2 includes the functions of DVD Region X, and the GameCube model does the job of FreeLoader (both reviewed elsewhere). Uniquely, with the Action Replay for GBA, you can download codes with your PC as well as checking out the latest cheats on www.codejunkies.com or typing them in from this very magazine.

The Action Replay is an essential piece of gear that no serious gamer should be without. Get yours from Toys R Us...

PLAY ON 10/10

FOR GAMECUBE
AR
ACTION REPLAY
UNLEASH THE POWER · BEAT THE GAME!
All Vehicles
Extra Characters
Infinite Ammo
Access All Areas
All Weapons
FOR GAME BOY ADVANCE & GAME BOY ADVANCE SP
Includes exclusive codes for Pokémon Ruby
Includes exclusive codes for Pokémon Sapphire
PRELOADED WITH OVER 3000 GAMEBUSTING CODES
All
Infinite Ammo
Extra Characters
Infinite Health
FOR PLAYSTATION 2
THE WORLD'S
BIGGEST EVER CODELIST!!!
Includes exclusive codes for: Splinter Cell™, GTA Vice City™, Devil May Cry 2™ and Mortal Kombat Deadly Alliance™
V2
PRELOADED WITH OVER 15,000 GAMEBUSTING CODES
INCLUDES POWERFUL IMPORT MOVIE PLAYER
INCLUDES BONUS CD
POWERFUL MEMORY CARD MANAGER SYSTEM
THE WORLD'S MOST POWERFUL CHEAT SYSTEM!

PLAY ON 9/10

GAME BOY PLAYER

Nintendo, £39.99

Ever wanted to play Game Boy and Game Boy Advance games on your TV instead of on the small screen? Well now you can, with Nintendo's Game Boy Player. The Game Boy Player is a small unit that fits underneath your Cube. Slot your Game Boy cart into the Player, and you can use your Cube controller or GBA via the link cable to control the on-screen action through your telly. Multiplayer gaming is catered for, but only if additional players use a GBA and watch the action on its own screen – only one player can use the TV picture.

The Game Boy Player is smart to look at and gets the job done, but surely the whole point of the GBA is that it's portable? We've given it a decent score because it does exactly what it says on the box, and does it well. The picture is crystal-crisp, but the graphics are still only Game Boy Advance-quality. Buy one if you feel turning your GC into a GBA is really worth the asking price.

INTELLIVISION

10-game console: £15.99
25-game console: £29.99

An all-in-one joypad and console. Plug in and play – this is all you need!

- No Console Needed
- Plug in for TV Play
- As Advertised on TV

Stroll back to the early days of videogames with an all-in-one unit that plugs straight into your TV or video. The easy-to-use console comes in two versions, containing ten or 25 classic games such as Space Armada, Night Stalker and Football. Relive your past or see what you missed out on the first time around!

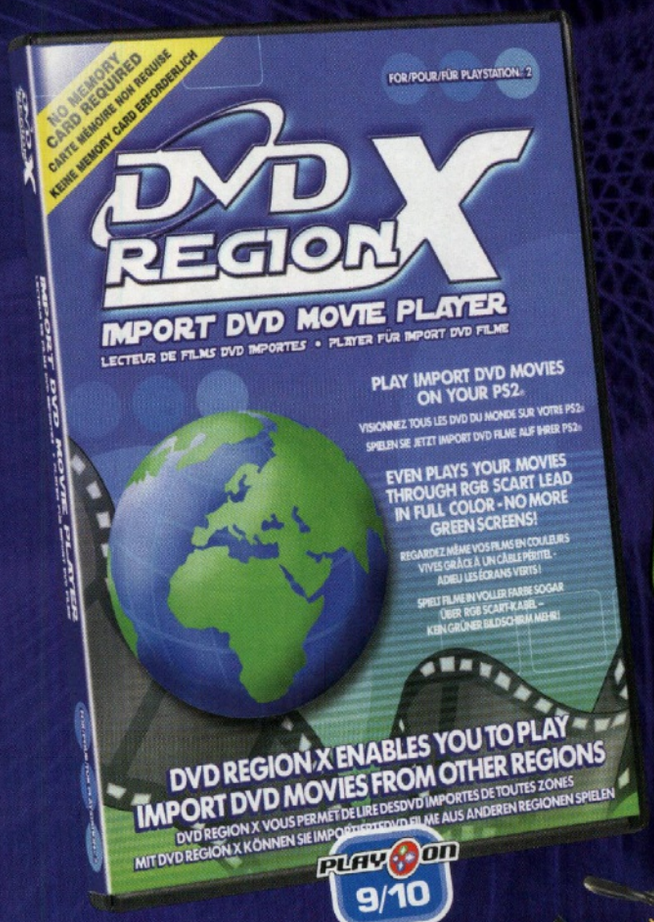
PLAY ON 8/10

PLAY ON XBOX DANCE MAT

£24.99

COMING SOON

PLAY ON 8/10


NO MEMORY CARD REQUIRED
CARTE MÉMOIRE NON REQUISE
KEINE MEMORY CARD ERFORDERLICH
FOR/POUR/FÜR PLAYSTATION 2
DVD REGION X
IMPORT DVD MOVIE PLAYER
LECTEUR DE FILMS DVD IMPORTÉS • PLAYER FÜR IMPORT DVD FILME
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Calls cost 60p a minute at all times. Lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines close at midnight on 25th September. The editor's decision is final and no correspondence will be entered into.

REVIEWS

FROM THE DARK AND MOODY SETTINGS OF TOMB RAIDER: ANGEL OF DARKNESS TO THE ACTION-PACKED RACING OF F1 CAREER CHALLENGE, WE'VE GOT SOMETHING FOR EVERYONE THIS ISSUE...

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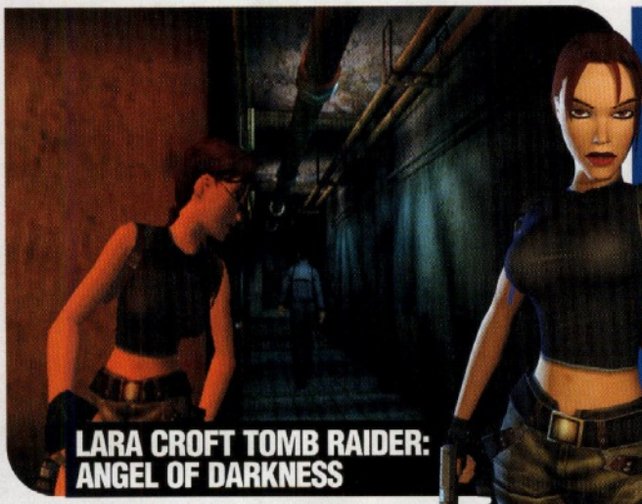

LARA CROFT TOMB RAIDER: ANGEL OF DARKNESS

SOUL CALIBUR II

REVIEW RATING

A work of genius. A gaming classic. A game so fine it could start a religion. There's nothing wrong with a game like this.	10
Top-drawer entertainment. You won't go wrong if you buy this game. There's few that are better.	9
A quality title. Worth the cash, but it won't change your life.	8
A competent chunk of gaming that will while away the hours effectively without setting the world on fire.	7
Pretty good on the whole, but there are flaws and limitations. OK if you're a fan of the genre.	6
So-so. The kind of game that's OK for half an hour here or there, or an overnight rental.	5
There's hope here, a hint of what could have been but it's buried beneath a lot of rubbish..	4
Mainly rubbish, but the odd chink of entertainment.	3
Use as a lesson in how not to program a game.	2
For use only as a sparkly mobile to distract babies or to decorate your 'futuristic' flat.	1

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MACE GRIFFIN: BOUNTY HUNTER

THE HULK

BREATH OF FIRE: DQ

GAME SPEC

PUBLISHER: . . . .ELECTRONIC ARTS
DEVELOPER: . . . . . .NAMCO
NO OF PLAYERS: 1-2
PRICE: £39.99
WEBSITE: . . .www.soulcalibur2.com

WHICH CONSOLE?

PLAYSTATION2	XBOX	GAMECUBE
SEPT 2003	SEPT 2003	SEPT 2003

SOUL CALIBUR II

THE GAME THAT SET A NEW STANDARD IN BEAT-'EM-UPS RETURNS TO GIVE CHALLENGERS A GOOD KICKING...

Voldo auditions for *Edward Scissorhands 2*

Necrid's more agile than he first looks

When *Soul Calibur* came out on the Dreamcast, it revolutionised the beat-'em-up genre, combining savage kicks and punches with heavy-duty weaponry to give your opponent a severe amount of punishment. This sequel has been playable in the arcades for a while now, but at last it's finally come to the home consoles with a few extras on board, namely a unique guest character for each version of the game.

TRUE SEQUEL

Soul Calibur II is a true sequel to the original. It looks and plays very similar to the first game, although the graphics do of course benefit from the next-gen hardware's superior processing power. It features 20 main characters, 13 of which are veterans of the first game who have received a makeover. Favourites such as

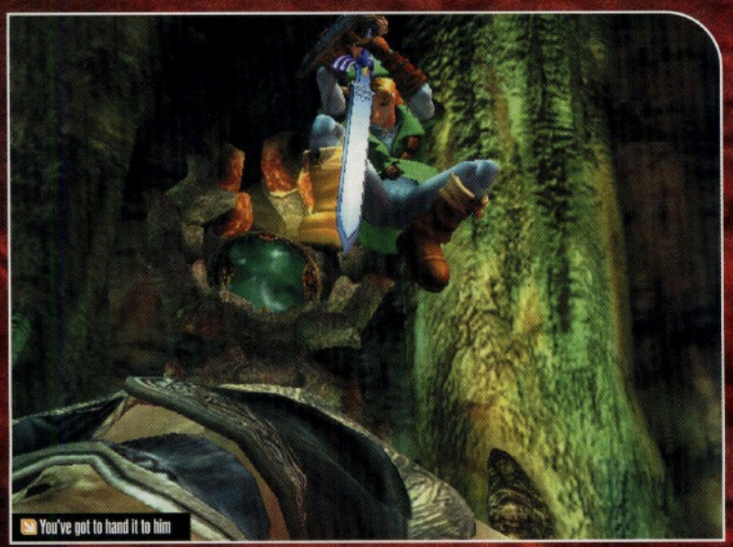
"EXTRA WEAPONS AND ABILITIES CAN BE EARNED"

Kilik, Astaroth, Taki, Sophitia, Voldo and Cervantes make a comeback, along with seven new characters, including a green giant called Necrid who wields a massive glowing sword.

Each character has around 132 different moves at his or her disposal, more than enough to keep you busy learning them in Practice Mode. Along with Practice Mode, it's possible to play the usual Arcade, Time Attack, Survival, Team Battle and Versus Team Battle Modes, but the main mode of play that keeps single-player gamers happy is the Weapon Master Mode. Here you choose a character and send them on a quest where extra weapons and abilities can be earned, which in turn can be used in the other modes against your unwitting mates. It's all very addictive, as you strive to collect the ultimate weapon for each character.

Playing alone in any mode has its rewards. The action is blisteringly quick, the control system intuitive and easy to get to grips with, and all the actions

Talim couldn't see the point of Link's ears


You've got to hand it to him

WILL YOU PLEASE WELCOME

GATECRASHING THE PARTY

As we mentioned in the review, each version of *Soul Calibur II* offers a unique bonus character who you might well recognise. So who's coming to visit on each of the three consoles?

PLAYSTATION2: HEIHACHI

The PS2's bonus character is Heihachi, grizzled veteran of Namco's own *Tekken* saga. Interestingly, the PlayStation2's cut scenes are full-screen throughout, while the GameCube and Xbox versions opt for widescreen-style cinematics.

XBOX: SPAWN

Fans of Todd McFarlane will instantly recognise his brooding cartoon creation. Spawn is the Xbox's special guest star. The Xbox game is the best looking of the three versions too, but not by much – they're pretty-much identical in most respects.

GAMECUBE: LINK

He's a Nintendo stalwart, and Link, sword-swishing megastar of the *Legend of Zelda* games, guests on the GameCube version of *Soul Calibur II*. The Cube plays host to what is arguably the smoothest version of the game, but once again, there's virtually nothing in it.

Ivy certainly had a lot of cheek

translate to the host console's controller well. The game's a breeze in Normal difficulty mode (I finished Arcade Mode in under four minutes without losing a round), so we suggest ramping up the difficulty to Hard or Ultra Hard if you want a true challenge. Once you've fought to the death with a new face, they become playable in the game, and new battle modes are unlocked upon completion of the various modes. For example, complete Arcade Mode as any character and you unlock Extra Arcade Mode, where you can fight with the extra weapons you've earned.

TEAM SCRAPS

If playing alone is a great experience, like most things in life, playing with someone else is even better. The mode that's most fun by far is the Team Battle Mode, where you choose a number of characters to fight one after another. Whoever has fighters left over at the end of the long haul wins. We guarantee you won't just play one round of combat with a friend. It's highly addictive, and has you reaching for the controller for 'just one more go'.

Soul Calibur II is by far the best beat-'em-up on the Cube to date, is right up there with the best on the Xbox and holds its own very well on the PS2. It's highly responsive, full of great characters and weapons and the player models and locations are awesome. Set the difficulty level to anything above Normal and you're in for one hell of an enjoyable and challenging experience. The legend will never die. ■ MATT CUTTLE

"A TRUE SEQUEL"

THE STAGE OF HISTORY

FOR THOSE NOT IN THE KNOW...

Soul Blade – PS one

Soul Calibur – Dreamcast

Soul Calibur II – PS2, Xb, GC

Soul Calibur II is in fact the third game in Namco's weapon-wielding beat-'em-up saga. The first game was entitled *Soul Blade* and appeared as an arcade conversion of *Soul Edge* in 1996 on the PS one. Namco naturally brought the sequel to Sega's Dreamcast in 1999 whilst adopting the name *Soul Calibur* from its arcade twin. This sequel of the sequel (if you get what we mean) has been a long time coming, but is sure to be a smash hit.

PLAY ON VERDICT

FOR
- Loads of moves to master
- Choice of weapons
- Great diversity of characters
- Link looks mean for once

AGAINST
- Easy even in Normal Mode
- You may injure your thumb

ALTERNATIVES
- Mortal Kombat: Deadly Alliance
- Super Smash Bros: Melee

LONGEVITY
- Should last as long as you want it to. Either rattle through it or play as every character in Weapon Master Mode. Multiplayer has you coming back for more.

OVERALL
One of the best beat-'em-ups on the consoles. Get it and you won't be disappointed.

9

Issue 34
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WWW.CODEJUNKIES.com

GAME SPEC

PUBLISHER: . . .EIDOS INTERACTIVE
DEVELOPER: . . . . . .CORE DESIGN
NO OF PLAYERS: 1
WEBSITE: . . .www.tombraider.co.uk

WHICH CONSOLE?

PLAYSTATION2 XBOX GAMECUBE

OUT NOW

SHE'S SIX MONTHS LATE! LET'S HOPE IT'S BEEN WORTH THE WAIT...

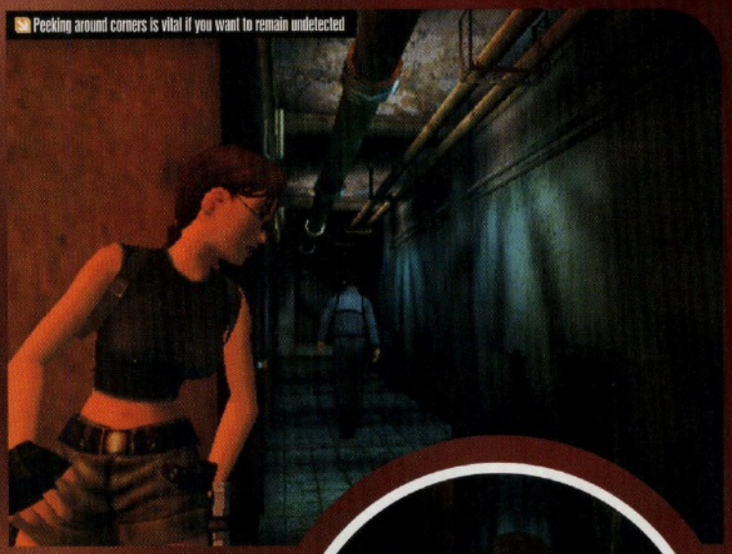
ON YOUR DVD

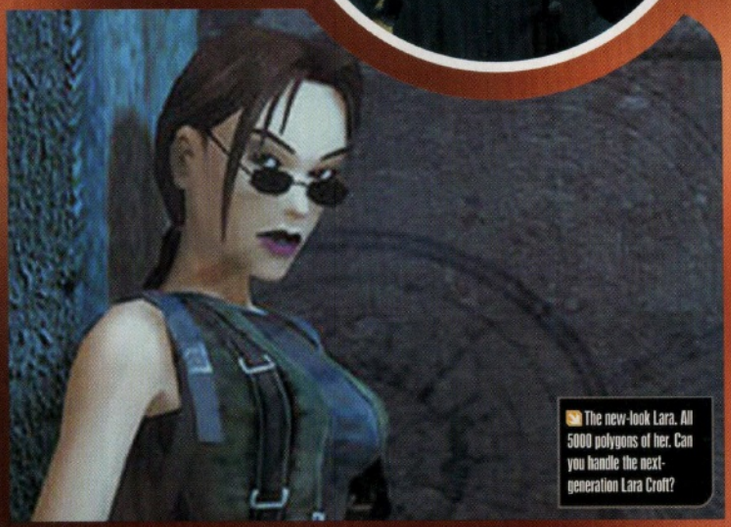
So finally, after a couple of years of speculation, it's make or break time for Miss Croft. Every *Tomb Raider* game to date has promised to be different, innovative and totally revolutionary, but we've got wise to the fact that time and time again, it's the same old game with a couple of tweaks. Yet again, *The Angel of Darkness* promised to be different, and what we saw in the run-up to its release had been promising. Lara's had a mean and moody makeover, there's a new male playable character and we have the addition of stealth gameplay and hand-to-hand combat. We'll come to that in a minute, but first, the plot.

MURDER MOST HORRID

Poor Lara's got herself into a right old pickle. Whilst visiting her mentor Von Croy in Paris, the lights go out and gunshots are heard. When they come back on, Von Croy is dead and Lara's been framed for his murder. Naturally she goes on the run, and whilst endeavouring to clear her name, uncovers a conspiracy about some oddly-named Obscura paintings and a plot to take over the world. The

Lara ventures deep down into the depths of the creepy catacombs


Peeking around corners is vital if you want to remain undetected


The new-look Lara. All 5000 polygons of her. Can you handle the next-generation Lara Croft?

CHARACTERS...

THE WHO'S WHO OF LARA CROFT TOMB RAIDER: THE ANGEL OF DARKNESS...

LARA CROFT

Recent events have cast a shadow over Lara's life. Radically changed after her near-death experience in Egypt, Lara has become harder, darker and less tolerant. She refuses to confirm or deny rumours about time spent among obscure North African tribes, but whatever happened after Egypt has caused her to become almost a recluse since her return. She has withdrawn from contact with anyone from her previous life, and no one can get through.

KURTIS TRENT

Kurtis is an ex-Legionnaire and experienced warrior with limited occult abilities. Raised in an ancient order called the Lux Veritatis, Kurtis took on his father's role after a man called the Alchemist hunted down and killed the last of the Order. As the sole remaining descendant, Kurtis is now on a quest for revenge against those that wiped out the Order and killed his father.

LOUIS BOUCHARD

Underworld Parisian czar and owner of Le Serpent Rouge, a nightclub in a seedy back-street quarter of Paris. With a reputation for ruthless and opportunistic violence on a large scale, Bouchard runs illicit operations throughout the capital.

MARGOT CARVIER

Madame Carvier is a historian and academic at the Dept of Medieval and Renaissance Studies, and has been involved in recent archaeological digs beneath the Louvre. She is a friend and colleague of Werner Van Croy.

DANIEL RENNES

He's an active part of the Paris underground and a close friend of Louis Bouchard. As a master forger, printer, and archivist, Rennes specialises in the provision of illegal documentation and currency, using a back-street pawnbroker shop as a front. Known to be insanely paranoid about conspiracy theories, he has rigged his entire operation with booby traps.

"STEALTH GAMEPLAY AND HAND-TO-HAND COMBAT"

A startled Kurtis almost takes Lara's head off

The action plays the lead against some awesome backdrops

action is split into a three-part adventure that begins with you running from the police in Paris. As you flee through the dark Parisian streets, you must attempt to piece together the puzzle surrounding the conspirators who want you banged up, led by the unscrupulous evil character named Eckhardt. Without your trusty pistols and not a bean to spare, you must sneak up on guards and dispatch them silently using your new stealthy ways until you can find some weaponry. It's a great feeling dragging an unsuspecting officer to the floor and silencing him with your bare hands.

Playing host to Part Two of the game is the architectural majesty of the famous Musee de Louvre in Paris. Here you must steal the Obscura paintings to further your adventures, and then hot-foot it into the catacombs beneath the streets. More traditional *Tomb Raider* skills are used in this part, as you solve puzzles, negotiate ledges, make leaps of faith and, of course, jump around with your pistols popping. The third and final act sees Lara and her new-found friend Kurtis Trent travelling to Prague as they penetrate a high-tech stronghold to take out the guy who started all this in the first place, Eckhardt. In all, Core Design claims to have included 60 hours of gameplay in this adventure, but is it a game you'll want to spend 60 hours of your life playing?

WIND YOUR BODY DOWN

Now Lara's come to the PS2, you have the joy of using the analogue controls to move her around the terrain. Push the stick all the way to run, halfway to walk and hold down L1 to tip-toe around ledges without falling off. It certainly takes a bit of getting used to, but in the end, lends itself to more precise control. Thankfully, gone are some of the accidental 'falls of doom', as Lara instinctively turns and grabs a ledge if you attempt to send her off one blindly like a lemming. You won't be able to hang around forever, though, as Lara now has a stamina meter that dwindles as you grapple ledges. It's important to have the courage of your convictions as you choose your route through each level. You now have a choice about which way to progress through the game. The end result may be the same, but you can interact with non-playable characters and choose to avoid conflict if you can see a different way round a situation. It all makes for a less linear game, which can only be a good thing.

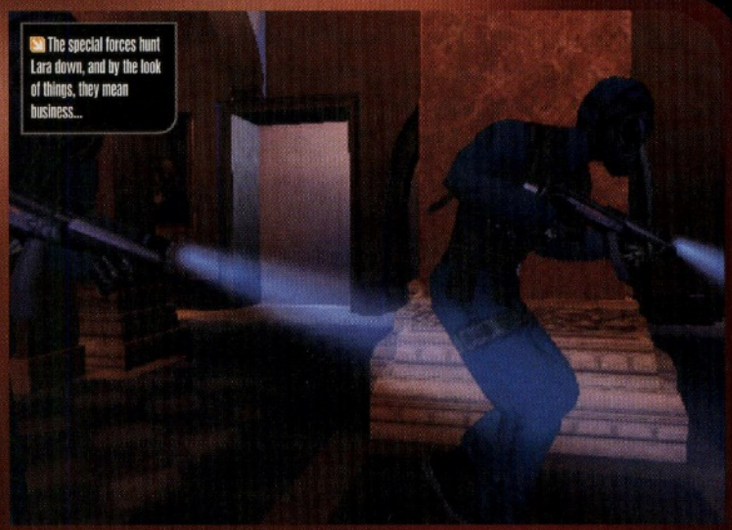
SPIT AND POLISH

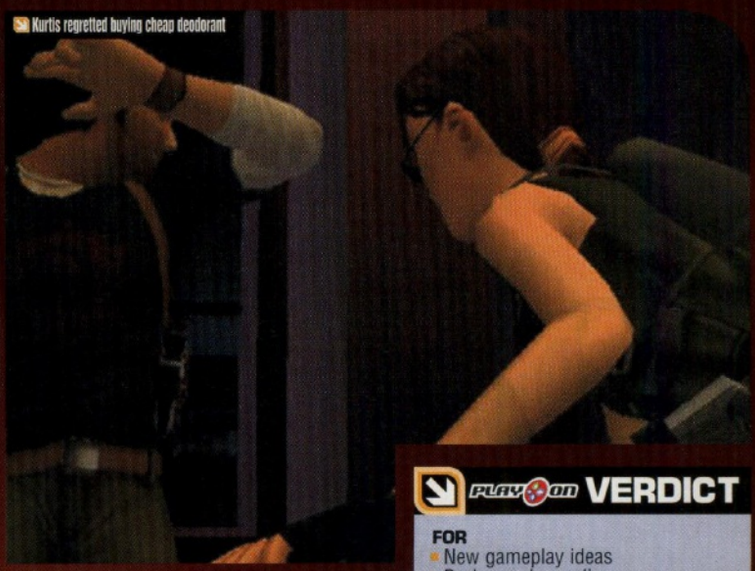
Graphically, Lara certainly looks a lot more, how shall we put it, 'ladylike' on the PS2. All the animations for her various jumps, kicks, grabs and acrobatics are smooth, and the lighting and environments are suitably dark and moody this time around. It certainly brings across the gritty tension that was intended and makes a change from all the tombs Lara has raided in the past.

Scoring this game is a tricky one. There's no doubt that the game is well made in its own right, with a

TOMB RAIDER: THE ANGEL OF DARKNESS

Hunching like that could lead to back problems in later life


The special forces hunt Lara down, and by the look of things, they mean business...

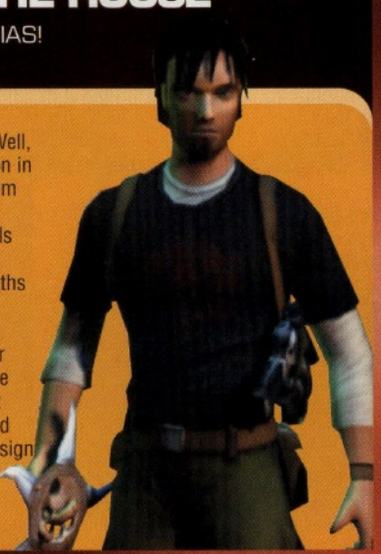

Kurtis regretted buying cheap deodorant

complex plot, great characterisation and plenty of exploration to keep action adventure nuts happy. Yet again, though, it doesn't really expand too much upon the original formula of methodically negotiating area after area by solving puzzles and shooting the odd enemy, be it human or animal. That said, it's the first *Tomb Raider* game to appear on the PS2, and so we're going to judge it on its own merits. If you want a decent third-person adventure that takes you tens of hours to complete whilst staring at a lithe young lady's bottom, you can't go too far wrong with *The Angel of Darkness*. ■ MATT CUTTLE

MAN ABOUT THE HOUSE

NO, IT'S NOT ENRIQUE IGLESIAS!

So what is it with this new guy, then? Well, Kurtis Trent tags along with Lara later on in the adventure, and you get to control him for about 10% of the game while in Prague. He first meets Lara as she steals one of the Obscura paintings from the Louvre, and from this point on, their paths link. Most of his moves are similar to Lara's, but he does have some new weapons, these being a pistol with laser targeting and his trademark weapon, the glaive. This is a razor-sharp frisbee that can target multiple enemies at once, and it's great fun to use. Developer Core Design has hinted that if Kurtis is well received by gamers, he could star in a whole new series of games himself.



"A DECENT THIRD-PERSON ADVENTURE"

PLAY ON VERDICT

FOR
- New gameplay ideas
- Darker and moodier
- Stealth Mode

AGAINST
- Old gameplay ideas too
- Puzzles can be baffling
- Would like to play as Kurtis more

ALTERNATIVES
- Enter the Matrix
- Metal Gear Solid 2

LONGEVITY
- There's a decent-sized adventure in here, and the replay value is there for the big *Tomb Raider* fans.

OVERALL
A great game in its own right – Lara fans will love it. Those who have fallen from her adventuring path may not get so excited.

8

MACE GRIFFIN BOUNTY HUNTER

ACTION ON THE GROUND AND IN SPACE? MACE GRIFFIN TRIES TO BE MASTER OF ALL TRADES...

GAME SPEC

PUBLISHER: . . . VIVENDI UNIVERSAL INTERACTIVE
DEVELOPER: . . . . . WARTHOG
NO OF PLAYERS: 1
PRICE: £39.99
WEBSITE: .www.huntthemdown.com

WHICH CONSOLE?

PLAYSTATION 2	XBOX	GAMECUBE
15TH AUGUST	15TH AUGUST	OCT 2003

Your space ship's cockpit view

Mace Griffin: Bounty Hunter isn't just a first-person shooter. There's also a good dollop of deep-space combat thrown in. But if combining two genres sounds to you like a recipe for mediocrity in both, don't worry. *Mace Griffin* gets it right – most of the time.

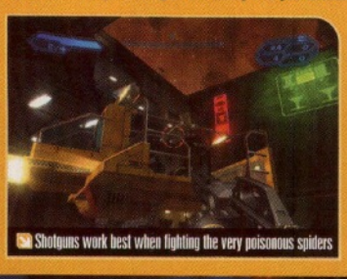
"PLENTY OF VARIED LOCATIONS AND A WIDE RANGE OF ENEMIES"

Put this ugly little freak out of its misery, Mace...

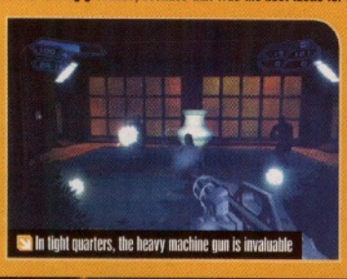
The biggest chunk of the gameplay is the first-person shooting. Mace is a bounty hunter looking for revenge against the men who ended his army career and wrongly sent him to jail. While he hunts them down, he accepts missions from his lizard-esque alien handler, taking him all over the lawless Vagner system. The unconnected nature of the missions means the game has the chance to fling plenty of varied locations and a wide range of enemies at you. Technology-worshipping cultists, aggrieved miners, big hairy monsters, all sorts. The many different enemies, and the range of tactics at their disposal, makes each level a fresh challenge. You must figure out the best way to take on each type of bad guy, and which weapon is best suited for them.

PLENTY TO DO

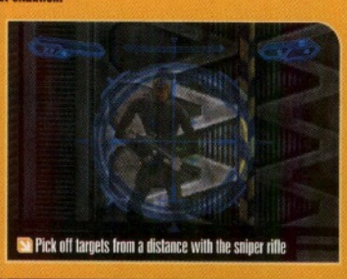
You need to make the most of the weapons at hand, as each level throws up all sorts of challenges. One level early on sees the bad guys making heavy use of snipers to defend their bases. You have to retaliate in kind, finding cover, spotting the snipers and then taking them out with a carefully-placed headshot. Yet just minutes before, you were charging through a space-bound temple blasting all and sundry with your assault rifle and lobbing grenades, because that was the best tactic for that situation.



Shotguns work best when fighting the very poisonous spiders



In tight quarters, the heavy machine gun is invaluable



Pick off targets from a distance with the sniper rifle

HARD FIGHTING

It helps that the bad guys seem quite bright too. They find cover, attack in numbers or run away if things get too hot. If you want to survive, you must make use of your surroundings too, moving from cover to cover and avoiding wide-open spaces as you never know where the next sniper's bullet is coming from. The fairly limited ammo and med packs mean you need to be

Unusually for a mixed-genre game, the space levels work as well as the first-person blasting...

really careful. Just wandering in guns blazing only gets you so far.

The well designed weapons, ten in all, mean you always have choices, especially as most have useful secondary fire modes. None of the weapons are terribly new, but each has its place. Inevitably, the game throws up a situation that's specifically designed for a particular weapon. It's up to you to spot it and get on with it. In short, this isn't just a random collection of big guns. They all come in useful at one time or another.

Mace Griffin: Bounty Hunter is an exceptionally solid game. The wide variety of quality visuals, alongside the excellent sound effects and dramatic score, supports the tense, frantic, varied gameplay. The use of Henry Rollins' voice lends a moody edge to Mace's story of betrayal and revenge, and the whole package comes together exceptionally well. We've been looking forward to this game for some time now, and it has been well worth the wait.

JULIAN BOARDMAN

MACE'S WEAPONS

PLASMA MACHINE GUN
Two firing modes; a big ball of fire or a single bouncing projectile.

HEAVY MACHINE GUN
An extremely powerful gun with a built-in grenade launcher.

HANDGUN
Single shot or less accurate automatic fire modes.

GRENADE
Comes in a sticky version with remote detonation as well.

QUAD-BARRELLED SHOTGUN
Fires between one and four cartridges at once.

ELECTRO COSH
Standard issue weapon, which requires no ammo.

SNIPER RIFLE
You'd be surprised how often you need to use this.

SONIC SHOCK CANNON
Uses low frequency sound waves to disrupt enemies' internal organs.

ROCKET LAUNCHER
Can launch four rockets at once and enjoys laser targeting.

SPACE COMBAT

The space combat was a potential weak spot, but developer Warthog has a strong record of developing such titles, and here it works really well. These space combat missions are integrated into the mission structure very well for the most part, although some feel a little tacked-on. The actual fighting is generally very fast, with the bad guys again displaying a range of manoeuvres that should keep you on your toes. You get to fly a good range of different craft too, each one with its own selection of weapons. Ultimately the space combat is a welcome addition that supplies a useful change of pace.

"WANDERING IN GUNS BLAZING ONLY GETS YOU SO FAR"

Why can't he keep goldfish like everyone else?

PLAY ON VERDICT

FOR
- Intense action
- Plenty of great weapons
- Enemies are smart
  - Constantly demands different tactics
  - Space combat works, mostly

AGAINST
- No multiplayer

ALTERNATIVES
- Red Faction II
- Halo

LONGEVITY
- Thirteen missions, none of which are easy. This should keep you busy for a few weekends

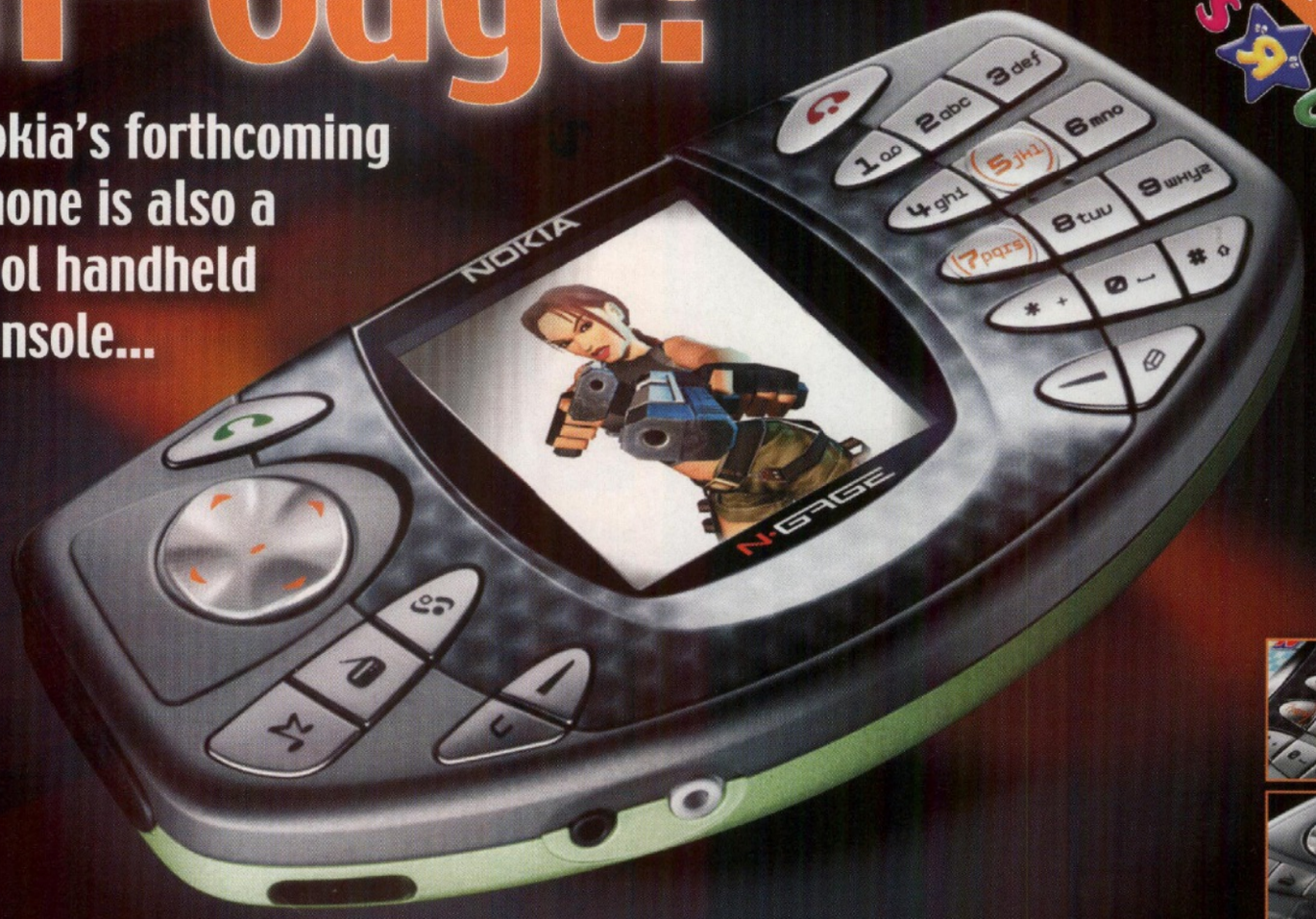
OVERALL
One of the better first-person shooters.

9

N-Gage!

AVAILABLE OCTOBER 2003 from Toys R Us

Nokia's forthcoming phone is also a cool handheld console...



A hand held videogames console with a difference. As well as great graphics with 'Blue Tooth' online games, a first for a hand held system, it's also an ultra-sleek tri-band GSM 900/1900 mobile phone.

The high-performance games for Nokia N-Gage are sold separately on game cards, which will be available at games stores all over the country, including Toys R Us. When it hits the shelves this October, there will be around 20 games released for launch, featuring some of the strongest videogaming sagas around. Make no mistake – these aren't tarted-up versions of *Snakes* and *Memory*, something to play when you need to drain your battery before recharging. They're big-name titles from the hottest games companies around...

Look out for *Tomb Raider, Tony Hawk's Pro Skater, Super Monkey Ball, Puyo Puyo* (also known as *Dr Robotnik's Mean Bean Machine*), *Moto GP, Red Faction* and *Virtua Tennis*. Even more interesting is *Pathway to Glory*, an online, over-the-phones warfare community exclusive to the N-Gage, and due for release in spring 2004.

When the N-Gage takes off, mobile phone networks will team up with games publishers to offer game-related mobile services such as downloadable levels, additional features and game characters, or even running online multiplayer games and communities.

And besides gaming, the Nokia N-Gage mobile game deck also features a digital music player (MP3/AAC) and stereo FM radio.

Features

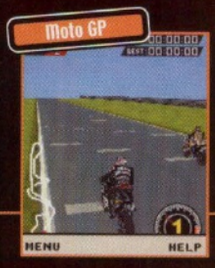
- Large colour screen with backlight, 176x208 pixels with up to 4096 colours.
- Series 60 platform and Symbian Operating System.
- Bluetooth wireless technology for gaming.
- An eight-way directional joypad for gameplay.
- Multimedia messaging (MMS).
- Triple band GSM (900/1800/1900), GPRS mobile phone.
- Digital Music player (AAC/MP3) & Stereo FM radio.
- Nokia Audio Manager PC SW for managing own music files.
- Comprehensive range of applications such as email and personal information management.
- XHTML browsing.
- Java application support.
- Connectivity: calendar synchronisation with PC, USB for music file and application download.

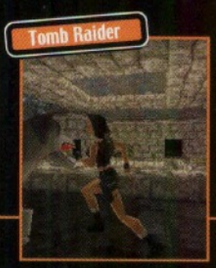
Battery Times

- Games: around three to six hours, depending on the game.
- Talk: around two to four hours.
- Standby: 150 to 200 hours.
- Music: up o eight hours.
- Radio: up to 20 hours.

Size

- Volume 139cc ▪ Weight 137g ▪ Dimensions: 133.7x69.7x20.2mm





The Nokia N-Gage is more than just a mobile phone-come-handheld console. It's a whole new interactive experience.

P.N.03

CAPCOM'S GAMECUBE-EXCLUSIVE STUDIO 4 DEVELOPMENT TEAM UNLEASHES ITS FIRST UNUSUAL CREATION UPON US; PRODUCT NUMBER 03...

GAME SPEC

PUBLISHER: .....CAPCOM
DEVELOPER: .....CAPCOM
NO OF PLAYERS: 1
PRICE: £39.99
WEBSITE: .....
.www.capcom.com/P.N.03/index.html

WHICH CONSOLE?

PLAYSTATION 2 | XBOX | GAMECUBE

29TH AUGUST

Flashy effects, or what?

Don't get between Vanessa and her target

Yeah, the trapped corridor's a bit of a cliché, but it's still pretty cool...

"P.N.03 LOOKS FANTASTIC"

INTRO NUMBER 01

P.N.03's intro sequence might not shed much light on the general plot, but at least it's damn cool to watch and gets the adrenaline pumping! Go Vanessa!

We're in the desert somewhere... what's this terminator-esque ball of light?

Why it's our friendly neighbourhood aegis suit-wearing robo-hunter, Vanessa Z Schneider!

Egads, a pair of robos are lying in wait ready to ambush our heroine! Look out, girl!

Luckily, Vanessa's aegis suit gives her cat-like agility, and she easily avoids the incoming fire...

...and whamo! We've landed, baby, and it's time to kick some shiny metal ass! Woohoo!

P.N.03 takes the game mechanics of a third-person adventure game like *Tomb Raider*, and uses them to deliver an arcade style shoot-'em-up in the *Star Fox* ilk. The end product is very original, especially the fantastic character, enemies and game world design, but not necessarily playable enough to be a classic.

When you first play *P.N.03*, you wonder if it's meant to be this tough to control. The analogue stick makes you run around, but you can't just pull back on the stick and turn on the spot. You're permanently locked onto one facing, which is necessary for the head-on shoot-'em-up action. The shoulder buttons help you evade left and right, but other than that, it's just jump and shoot. However, as soon as you get inside the first building, you understand why. The action comes thick and fast, and is very linear. The enemies come straight at you, and you have to use what cover you can find to stay alive.

GOOD LOOKIN'

P.N.03 looks fantastic. The character animation is some of the best we've seen, and the whole look of the game is incredibly unique. With Dolby Pro Logic II support, *P.N.03* also delivers thumping audio.

This is the kind of game you either love or hate. Some will love it for its originality and fast-paced frantic gameplay, while others will find it too tough and the game mechanics too simplistic. We say try before you buy, but applaud Capcom for delivering a thoroughly unique game regardless.

■ JAMIE WILKS

PLAY ON VERDICT

FOR
- Bags of originality
- Excellent visuals
- Solid shoot-'em-up fun

AGAINST
- Odd control system
- Simplistic gameplay
- Pretty tough

ALTERNATIVES
- Robotech: Battlecry
- Turok: Evolution

LONGEVITY
- Pretty short, but three difficulty levels extend the challenge.

OVERALL
Thoroughly original and unusual, yet simplistic and at times, awkward. Try it first.

7

THE HULK

HE'S GREEN. HE'S MEAN. AND HE'S NOT THAT BAD, ACTUALLY. AND THAT'S JUST OUR SIMON...

ON YOUR DVD

GAME SPEC

PUBLISHER: . . . VIVENDI UNIVERSAL
DEVELOPER: . . . . . RADICAL ENT.
NO OF PLAYERS: 1
PRICE: . . . . . FROM £29.99
WEBSITE: . . . . . www.vugames.com

WHICH CONSOLE?

PLAYSTATION2	XBOX	GAMECUBE
OUT NOW	OUT NOW	OUT NOW

Movie pundits would have you believe the film of *The Hulk* is a big risk. Among its cast are no big stars, there's no blockbuster director behind the camera (although in this case, we suspect that's not a bad thing) and as a superhero, he doesn't carry the coolness of *Batman* or *Spider-Man*. A gamble, and one we hope pays off.

The inevitable tie-in game is far less of a gamble, but that has some really quite tangible benefits. It sticks to a fairly conventional style of gameplay, meaning the developers have been able to spend their time getting the basics right rather than allowing their focus to waiver too quickly towards the bells, whistles, spit and polish.

It follows the story of *The Hulk* quite closely, with mild-mannered Bruce Banner constantly fighting to keep control of the beast within. Inevitably, from time to time he fails to do so, and that's when he turns green, grows muscles and kicks some serious backside. Interestingly, the game opts to focus on both sides of Banner's personality, meaning that at different points in the game, you have different skills at your disposal. It's a good trick,

NOTHING IS SAFE

One of the strongest things about *The Hulk* is his ability to smash up virtually anything that happens to be on the screen. When venting frustration or just trying to wipe out the opposition, there's serious fun to be had in putting all your special moves aside for a minute and just lugging things instead. It certainly kept us busy!

"RETAINS A HEALTHY PICK-UP-AND-PLAY QUALITY FROM START TO FINISH"

Hulk's fearsome Thunder-Clap

too. In some places, transforming into *The Hulk* instantly screws up a level, however tempting it may be.

STEALTH AND SMASH

What *The Hulk* thus presents is a neat hybrid. There are parts of the game that must be undertaken as Banner, and these tend to be quieter, more stealth-orientated. After all, it's easier for a slim scientist to sneak somewhere undetected than it is for a great big green monstrosity. However, whenever a bit of brawn is required, enter the green man – and he's mighty fine fun to control. This twin approach to the gameplay is all neatly introduced by a sublime learning curve. *The Hulk* is a game that's very easy to get into, and it retains a healthy pick-up-and-play quality from start to finish.

The best way to play the game is through the Story Mode, which mixes in the various sequences interspersed with a passable narrative that doesn't slow things down too much. When you play as Bruce Banner, the game has undertones of *Metal Gear Solid* to it. Banner's speciality is, as mentioned above, going unnoticed, and in the early stages, this is quite good fun. It soon becomes clear, though, that the game lacks the depth and polish of the *Metal Gear Solid* franchise, and thus with camera angles quite limited, the whole stealth angle is much simpler than it should be. To keep things interesting, a few puzzles are thrown in from time to time, but these are generally quite straightforward and won't be causing you to remove your follicles. The Banner sections are, to be fair, the weakest links here, and whilst they're not without their merits, the pacing of them isn't quite right. The developers haven't quite wrapped their heads around when to end a level, and too often they end up going on that bit too long.

HULK SMAAAASH!

More than adequate compensation for this kicks in when you become The Hulk. Here, it's no holds barred, as the game positively encourages you to destroy absolutely everything in sight. Heavy objects can be picked up and flung, numerous fighting moves and special combinations are available, and if all else fails, missiles heading in your direction can simply be punched back whence they came. There's a suitably diverse selection of moves for you to employ too.

When these sections hit top gear, it's pure gaming entertainment. Sure, the boundaries of the genre aren't coming close to being pushed here, but we're loath to harshly knock any title that sticks entertainment so high up its list of priorities. We'll temper that slightly with a wish for slightly better balance between levels, and perhaps for the whole thing to go on a little bit longer, but these aren't considerable strokes in the minus column.

Ultimately, what *The Hulk* amounts to is a very pleasant surprise. The history of videogames is littered with the corpses of licensed movie games that failed to come anywhere near the potential of their source material, and *The Hulk* merrily stomps all over them. It's no classic, but for sheer enjoyment and entertainment, it's worth seeking out.

■ SIMON BREW

"A VERY PLEASANT SURPRISE"

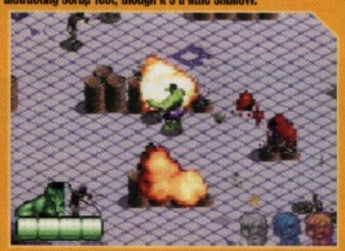
When playing as Bruce Banner, stealthy play is vital

PICK YOUR FORMAT

Vivendi Universal is clearly looking to make as much loot as they can out of the licence, and thus *The Hulk* appears on four large-screen formats – PC, Xbox, GameCube and PlayStation2. But which is the best?

Frankly, there's not really that much between them, and the dividing lines falls where you'd expect. For instance, graphically the PC and Xbox just shade things, whilst the control system on the PC lacks the intuitiveness of the joypads the other three formats facilitate as standard. However, the bottom line is that the game is near-identical no matter which version you plumb for.

Obviously, the version on the Game Boy Advance (as shown here) is very different to the non-handheld versions, but they've still managed to do a decent job of capturing the spirit of the character and the film. It's not a bad game at all, offering a reasonably-distracting scrap-fest, though it's a little shallow.



PLAY ON VERDICT

FOR

- Very user friendly
- Great fun at best
- Good learning curve

ALTERNATIVES

- Devil May Cry 2
- The Evil Dead: A Fistful of Boomstick

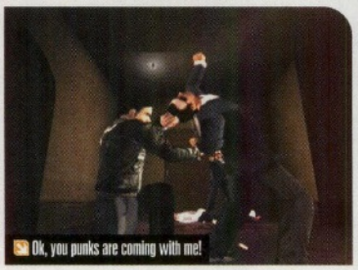
LONGEVITY

- It won't last you forever, but it's a fair blast all the same.

OVERALL

Tremendous fun whilst it lasts, The Hulk may be a flawed superhero, but we kinda like him anyway...

Is it Bill and Ben attacking the player's character - or Chris Evans lookalikes?!

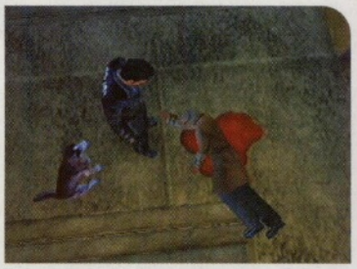

Ok, you punks are coming with me!

GAME SPEC

PUBLISHER: . . . .ELECTRONIC ARTS
DEVELOPER: . . . . . NAMCO
NO OF PLAYERS: 1
PRICE: £39.99
WEBSITE: . .www.deadtorights.com

WHICH CONSOLE?

PLAYSTATION 2	XBOX	GAMECUBE
25TH JULY	OUT NOW	25TH JULY



DEAD TO RIGHTS

MINI GAMES

Several mini-games are buried within *Dead to Rights*' 15 chapters, including arm-wrestling and weightlifting. The Xbox version requires you to complete them to progress through various parts of the game, but most are optional in the PS2 and GameCube versions. Fortunately, a mini-game menu is featured in the latter two versions, allowing gamers to access all mini-games they've uncovered.

Stop the tumblers in a set time.

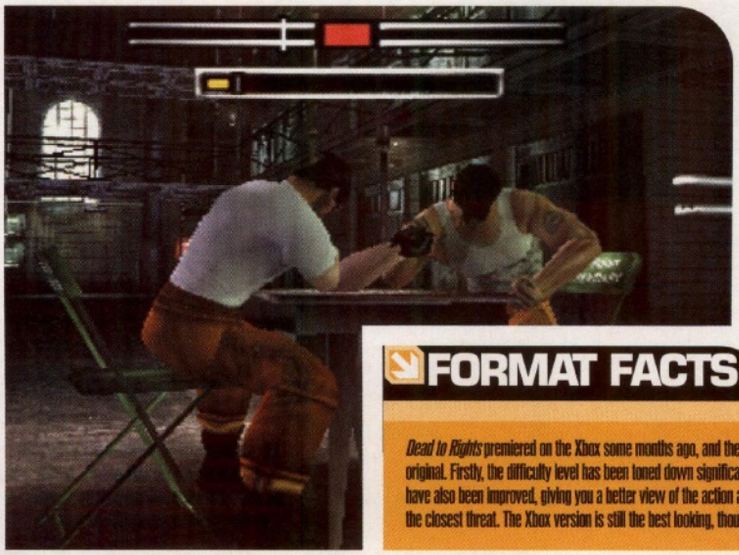
COP JACK SLATE IS HERE TO SHOOT FIRST AND ASK QUESTIONS LATER IN NAMCO'S VIOLENT ACTION GAME...

This is an adult-orientated game, folks. Namco has created a seedy, dark and dangerous world, complete with shotgun-packing gangsters, nightclubs and litter-strewn streets. It's going to take all your wits to work your way through *Dead to Rights*' 15 chapters, blasting every bad guy into tiny little pieces along the way. If you're squeamish when it comes to blood and gore, stop reading now!

The gameplay in *Dead to Rights* leans heavily towards arcade action. True, some objectives require you to find and use items such as key cards, and mini-games come into play occasionally, but for the most part, just blast your way from A to B. Whether this is a good thing or a bad thing depends on your tastes, but those expecting a cryptic *Tomb Raider*-esque puzzler will be disappointed.

VISUAL VARIATIONS

Graphically, *Dead to Rights* is reasonably well put together, but nothing special. The environments have a good feel about them, but the character graphics aren't quite as impressive. Models are rather blocky and undetailed, and the animation is wooden. The frame rate isn't entirely impressive either, with the GameCube and PlayStation2 versions suffering from slowdown in a few areas. Fortunately, the quality of the soundtrack goes some way to make up for the graphical shortcomings, with a blend of various appropriate adrenaline-pumping tunes and thumping sound effects. *Dead to Rights* is not likely to win any awards for complexity or depth, and the presentation could be better, but it does what it sets out to do and delivers fast-paced, fun shoot-'em-up gameplay. ■ JAMIE WILKS



FORMAT FACTS

Dead to Rights premiered on the Xbox some months ago, and the new PS2 and Cube versions offer several improvements over the original. Firstly, the difficulty level has been toned down significantly from the Xbox version. The targeting and camera systems have also been improved, giving you a better view of the action and helping you to target the most immediate threat rather than just the closest threat. The Xbox version is still the best looking, though, with the other two versions suffering from some slowdown.

"FAST-PACED, FUN SHOOT-'EM-UP GAMEPLAY"

PLAY ON VERDICT

FOR
- Fast-paced action
- Cool moves
- Mini-games

AGAINST
- Average presentation
- Watered-down difficulty
- Limited depth

ALTERNATIVES
- Enter the Matrix
- Tom Clancy's Splinter Cell

LONGEVITY
- Dead to Rights' 15 chapters won't last you forever.

OVERALL
Dead to Rights is fast-paced and fun, but a little shallow.

7

For PlayStation®2

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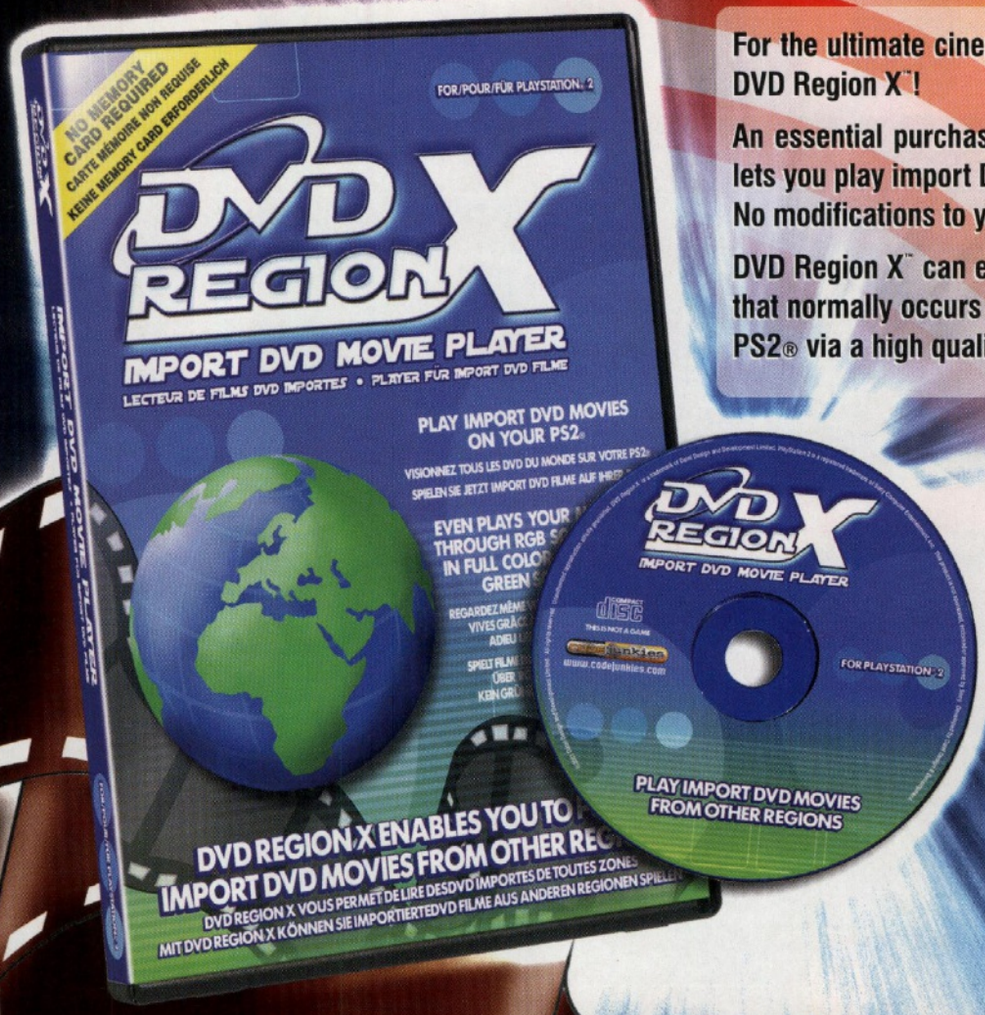
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Home Entertainment World 5/5 Editor's Choice

"Brilliant! It's not often that we froth at the mouth about anything on these pages but this is top." GamesMaster

"Sing huzzah for accessories specialists Datel. Simply put the CD into the drive, select your preferred region, slide in your DVD and you're away." FHM

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"...welcome relief for DVD fans who want to import Region 1 discs from the USA. Not only do the States have greater choice but often new DVDs are released to coincide with the cinema release in the UK and can include more additional features." Compuserve

"Software supplied with DVD Region X™ modifies the SCART output to support RGB, so you won't get that nasty green screen effect...at just £14.99 any PS2 owner would be daft not to get DVD Region X™."
Total DVD

Home Entertainment World Editor's Choice
Rating: ☆☆☆☆☆

Available from TOYS R US

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www.CODEJUNKIES.com

F1 CAREER CHALLENGE

EA GIVES ITS F1 GAME A NEW TITLE AND A NEW OUTLOOK...

GAME SPEC

PUBLISHER: ....ELECTRONIC ARTS
DEVELOPER: .....EA SPORTS
NO OF PLAYERS: 1-4
PRICE: £39.99
WEBSITE: .....www.easports.com

WHICH CONSOLE?

PLAYSTATION 2	XBOX	GAMECUBE
OUT NOW	OUT NOW	OUT NOW

GET IN THE ACTION

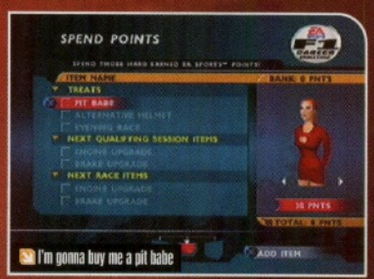
F1 CAREER CHALLENGE OFFERS FOUR DIFFERENT POSITIONS FROM WHICH TO WATCH THE ACTION, FROM THE ARCADE-STYLE BEHIND-THE-CAR VIEW, TO TWO DIFFERENT IN-CAR PERSPECTIVES AND A RIDGE RACER-STYLE TOTAL ROAD VIEW. WHICH YOU CHOOSE IS UP TO YOU...

The behind-car camera gives the best view of the action around you

The whole-road camera gives an unbelievable feeling of speed!

The top cockpit camera gives a more TV-like perspective

The in-car view offers maximum realism



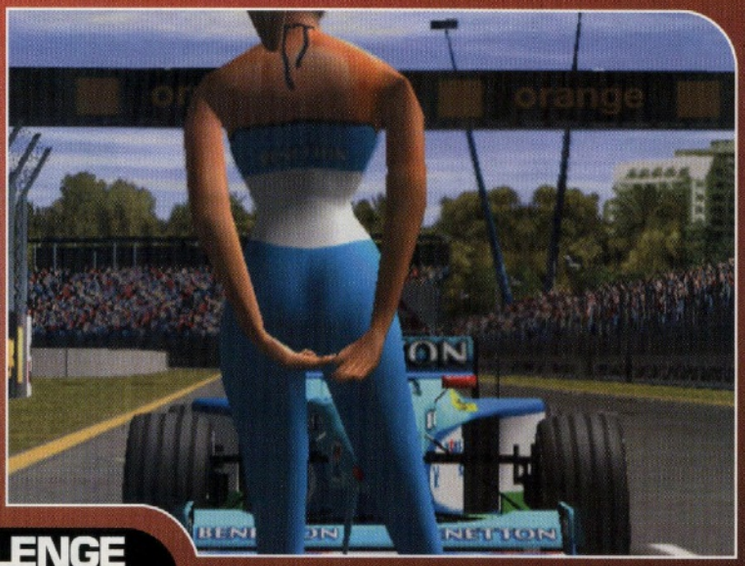
"YOU NEED TO WORK AT IT"

Most of us have played at least one of EA's *F1* games, right? They've been rolling off the production line since 1996, with each new update adding a slight tweak here and an extra feature there. This has left fans of the series bored and pining for a new challenge, and at last it seems their prayers have been answered with *F1 Career Challenge*. This new game spans not one, but four seasons (1999 to 2002), during which you build your racing career and work your way to the top of Formula One.

THEY'RE ON THE STARTING GRID...

F1 Career Challenge is a full-blown racing simulation. If you're expecting to leap straight into the cockpit and be flying around Silverstone in no time, you're in for a shock. You might think you can nip to the chippy and back in your Fiesta like a pro, but if you try taking a hairpin in one of these at 150 you're eating crash barrier faster than you can say Murray Walker. To be able to control these

With a flying start, PSi2 gains three places...



CHICANE CHALLENGE

IT TAKES SOME PRACTICE TO HANDLE A FORMULA ONE CAR PROPERLY, BUT LUCKILY THE SUPER-LICENCE TEST PROVIDES AMPLE AMOUNTS OF IT. HERE'S HOW TO GET TO GRIPS WITH THINGS...

First, read the test introduction and watch the demonstration; negotiate a tricky chicane!

The timer ticks down and the computer gives me a rolling start...

...with a glance at the course map, I approach the first bend and adjust my racing line...

...then I brake smoothly and steer the car through the centre of the chicane...

...before coasting around the outside of the second bend and away!

babies properly, you're going to need to work at it, and where better to start than gaining your professional licence?

The game takes you through accelerating smoothly and braking properly before you're allowed to attempt your first corner. Get on the outside of the bend, brake early and not too hard, steer around the apex and accelerate smoothly away and you just might manage to stay on the track. With a little more practice you've mastered this technique, and can prove your skills in all weather conditions and with other drivers on the track. Then you can pick up your licence, sign your contract and begin racing.

"SUCCESS LEADS TO OFFERS FROM BETTER TEAMS"

FORTY YEARS, MAN AND BOY

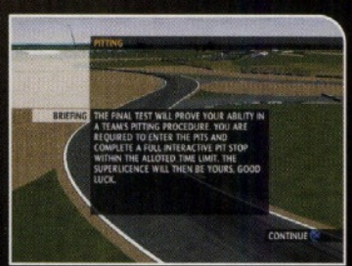
Between races you're given various tasks to complete, such as gaining vital race data for your technicians to work with. Once race day itself arrives, you're given a chance to practise on the track before setting your qualifying time and starting the race proper. At first you're set attainable finishing targets quite a way down the order, but as you progress and your reputation increases with your successes, your constructor expects ever-better finishing positions from you. Eventually success leads to offers from better teams, and then it's onwards and upwards.

F1 Career Challenge looks great, with crisp graphics, gorgeous lighting and weather effects, and beautifully-detailed courses. It also doesn't disappoint in the sound department, and annoying race commentators are blissfully absent!

THAT'S NOT ALL, FOLKS

With a Quick Race Mode, Split-Screen and Time Trial multiplayer modes, not to mention lots of extra features like interactive pit stops, buyable items and secrets, *F1 Career Challenge* is the ultimate Formula One package. If you're a Formula One fan, this is the game for you. If you just like driving games in general, there's plenty here if you crave a little simulation. ■

JAMIE WILKS


PITTING
BRIEFING
THE FINAL TEST WILL PROVE YOUR ABILITY IN A TEAMS PITTING PROCEDURE. YOU ARE REQUIRED TO ENTER THE PITS AND COMPLETE A FULL INTERACTIVE PIT STOP WITHIN THE ALLOTED TIME LIMIT. THE SUPERLICENCE WILL THEN BE YOURS. GOOD LUCK.
CONTINUE

PLAY ON VERDICT

FOR

- Four seasons
- Very realistic
- Great graphics
- Good licence introduction

ALTERNATIVES

- Midnight Club II
- F1 2002

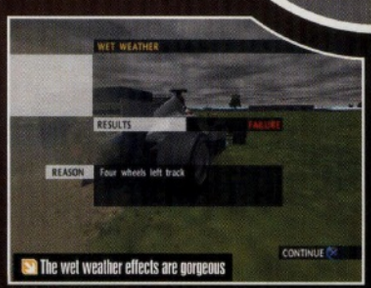
LONGEVITY

- F1 Career Challenge takes some time to master.

OVERALL

A great F1 game, but it won't convert non-enthusiasts.

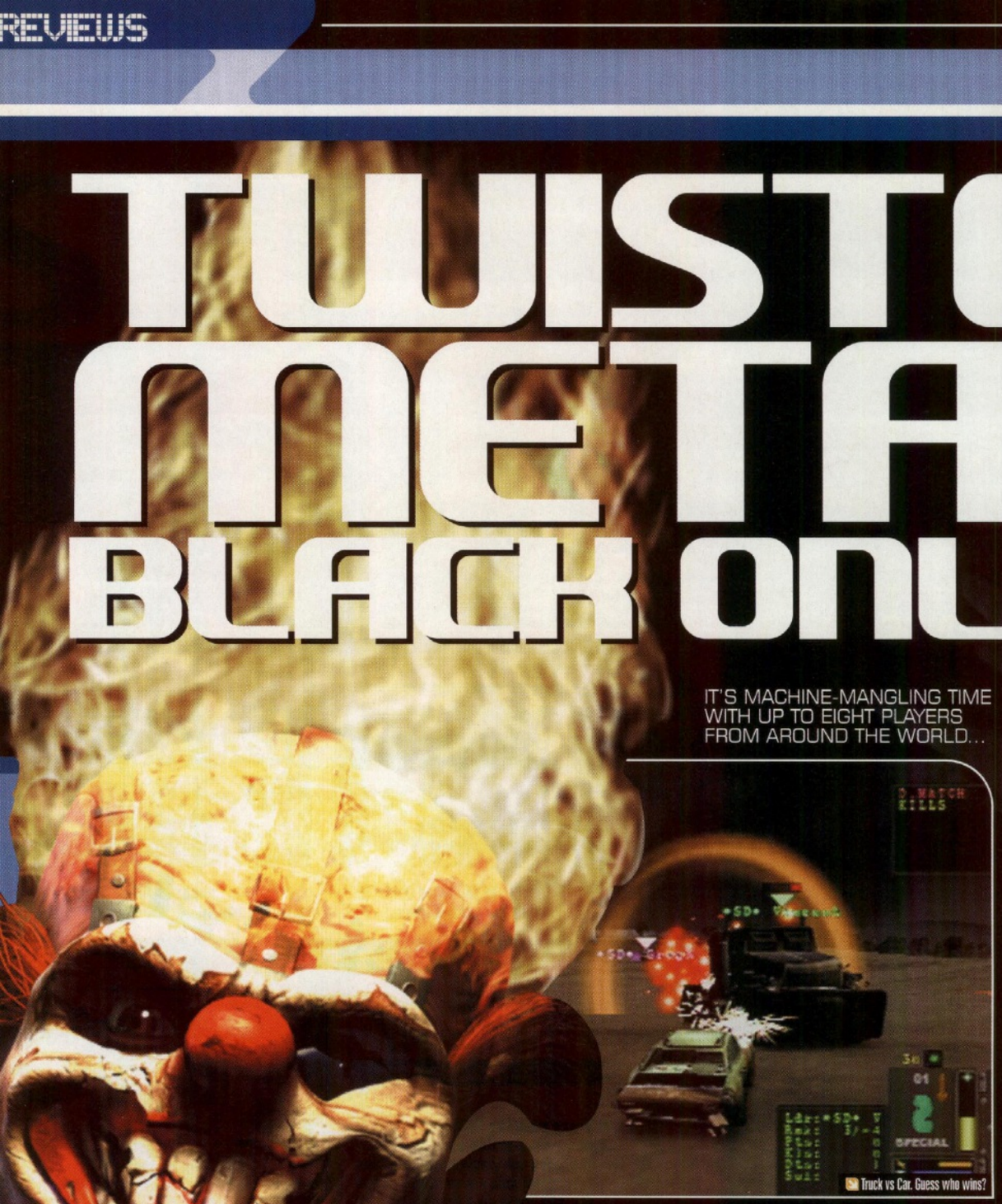
Fully interactive pit-stop feature



The wet weather effects are gorgeous

TWISTED METAL: BLACK ONLINE

IT'S MACHINE-MANGLING TIME WITH UP TO EIGHT PLAYERS FROM AROUND THE WORLD...



Truck vs Car. Guess who wins?

GAME SPEC

PUBLISHER: .....SONY CEE
DEVELOPER: .....
.....INCOG INC ENTERTAINMENT
NO OF PLAYERS: .1-8 ONLINE ONLY
PRICE: £24.99
WEBSITE: ..www.uk.playstation.com

WHICH CONSOLE?

PLAYSTATION2 XBOX GAMECUBE

OUT NOW

The demented car wars game is back in an online-only version, designed exclusively for people lucky enough to have a quick internet connection and a network adapter. The game rules are simple. You jump behind the wheel of one of a number of mean machines, equipped with machine guns, nitro boosts and special weaponry, and drive around arenas causing as much mayhem as possible in order to stay alive. Kill or be killed. There's no real story this time around, but the game features all the cars and characters from *Twisted Metal: Black*, the premise being that a

MULTIPLAYER MAYHEM

Once you've set up a username and password, enter the lobby to join a game or set up your own game with all the rules you wish to play by. You can turn on infinite weapons, change the amount of pick-ups in one of the 20 levels or modify the game so everyone only has machine guns. All these options mean great variety between different servers.

"COMPETING IN THE TOURNAMENT IS SIMPLICITY ITSELF"

A MENAGERIE OF MANIACS

There are 15 cars to choose from, all taken from the multiplayer mode in *Twisted Metal: Black*. You can career round the course as Sweet Tooth in a modified ice cream van, deal justice in Outlaw's police wagon or unleash your side-mounted machine guns in Shadow's automobile amongst others. Each car has its own special ability as well as picking up a variety of weapons from the arena floor.

group of psychos have escaped from an asylum and are taking part in a combat car tournament.

CRAZY DRIVIN'

Competing in the tournament is simplicity itself. You just create a username and password in the Options screen, then join a server that's running the type of game you wish to play. There are four game modes. Death Match is the usual free-for-all where you must score as many kills as you can. Last Man Standing gives everyone a limited number of lives, and the last person left in the arena wins. Man Hunt sees everyone hunting down a designated player labelled 'Prey', and Collector has you picking up a number of artefacts around the arena; the first player to collect them all wins. By far the best modes are the ones that mean the most destruction. Death Match is frantic throughout, and Last Man Standing can become very tense once there's only a couple of you left in the arena. It's a pity there's no team modes to make the play more tactical, as what we're left with is a game that plays at such a fast pace you barely get time to take a breather.

Everyone's sent flying

DAMAGE CASE

Unlike some online games, *Twisted Metal: Black Online* is easy to get to grips with, even if you're a newbie getting ready to battle with seasoned gamers. Because of the sheer amount of weapons and pick-ups, and the fact that your car can take quite a bit of damage before exploding, you're not dying over and over again before you can score your first kill or at least deal out some damage of your own. This certainly makes the game more enjoyable to get into, and we managed to finish top of the table on our first go. Technically, the game runs at a lightning pace, with no apparent slowdown at our end. A couple of other players did seem to jerk across the screen due to lag, but this didn't effect our tally of kills. One thing that's missing at the moment is some way to record your kills and enter a league of some description. For an online-only title, it would be great to see your name up in lights, but at the moment this ability isn't implemented and we're not sure whether it ever will be.

At the time of writing it's only possible to play on the beta test servers in the UK, so servers and game modes are limited. The game is available on its own at a budget price, or packaged with Sony's Network Adapter for forty quid.

Twisted Metal: Black Online is an enjoyable multiplayer blast that's easy to get to grips with and a lot of fun to play. ■

Don't you just hate static build-up on cars?

"AN ENJOYABLE MULTIPLAYER BLAST THAT'S EASY TO GET TO GRIPS WITH"

Aaaah, look at the pretty sunset

Sparks fly as two vehicles go head to head

PLAY ON VERDICT

FOR
- Slick and quick
- Easy to get into
- Fun cars and power-ups

ALTERNATIVES
- WWE: Crush Hour
- Twisted Metal: Black

LONGEVITY
- This one will keep you playing on and off for as long as you feel the need to turn strangers into scrap.

OVERALL
A great multiplayer experience that should do wonders for the PS2's journey into online gaming.

8

DYNASTY WARRIORS 4

GAME SPEC

PUBLISHER: ..... KOEI
DEVELOPER: ..... KOEI
NO OF PLAYERS: 1-2
PRICE: £39.99
WEBSITE: ..... www.koei.co.jp

WHICH CONSOLE?

PLAYSTATION2	XBOX	GAMECUBE
OUT NOW	TBA	

TIM WRIGHT RETURNS TO CHINA FOR MORE BIG POINTY STICKS AND MOUNTAINOUS PILES OF CORPSES...

Not much has changed in the Seven Kingdoms. War still rages, drama still unfurls and there's still a seemingly-endless stream of willing conscripts who don't mind being sliced into meaty strips for their cause. To this end, the basic gameplay is much the same as in previous games. Take a huge battlefield, complete with castles, valleys, hills and open areas. Add up to a thousand enemy troops. Place the good guys in the middle, along with all your generals, magic users and assistants, then let slip the dogs of war. What's changed is that the enemy are now rather smarter than before. Previously, they would appear in the same locations each time, putting up some resistance but mainly acting as fodder for your spear. Only the Officers put up a serious fight.

The visuals are noticeably better than before

A night-time raid

HARD FIGHTING

Now, the enemy behave like you would expect them too. They have a tendency to ambush you, or if you completely outgun them, they run like snivelling cowards. You might even find yourself in a 'Custer's last stand' situation, where you're ganged up on by successive waves of enemies. Suffice it to say, in *Dynasty Warriors 4* it feels much more like battling real foes who could turn up anywhere, rather than predetermined clumps of mindless fighters. The addition of Siege Engines is also a nice idea, allowing you to smash your way into castles and keeps to wreak more havoc, although you don't have much input in the sieges; the action plays out in cut scenes.

A siege engine at rest

Fortunately, the game is graphically smoother and more polished than the now-aged *Dynasty Warriors 3*. It's more of the same, but with *Dynasty Warriors* that's never a bad thing. Hopefully, for the next entry, Koei will overhaul the engine and try something new, but for now this is the peak of this mini-genre. Well worth sinking your spear into. ■ TIM WRIGHT

WHICH DO I BUY?

With *Dynasty Warriors 4* arriving hot on the heels of the cheaper *Dynasty Warriors 3: Xtreme Legends*, which should you buy if you're new to the series? *Xtreme Legends* is cheaper, but not quite as deep as *Dynasty Warriors 4* and lacks the improved AI, graphics and siege engines. However, team it up with the original *Dynasty Warriors 3* and there's a lot more gameplay to be had than *Dynasty Warriors 4* can offer on its own, as it unlocks and adds many more features, characters and specials. The two titles combined set you back more green folding stuff, however.

"THE ENEMY BEHAVE LIKE YOU WOULD EXPECT THEM TOO"

PLAYON VERDICT

FOR
- More absorbing than Andrex
- Greatly improved graphics
- Considerable depth

ALTERNATIVES
- Dynasty Tactics
- Dynasty Warriors 3: Xtreme Legends

LONGEVITY
- A good long run through the Story Mode, plus immense replay as you try to unlock all the extras.

OVERALL
The best Dynasty Warriors yet, reassuringly similar and almost as addictive as Dairy Milk.

9

AS ADVERTISED ON TV

...Stroll back to the early days...!!!

...with the Video Gaming System that plugs straight into your TV or Video for immediate play. Easy to use console has 10/25 classic games such as Space Armada, Night Stalker and Football for you to re-live your past or see what you missed out on the first time round.

Buzz Bombers

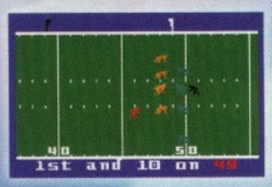
Baseball

Basketball

All-In-One hand set and console Plug-in and Play that's all you need!!

INTELLIVISION™

No Console Needed!



Football

10-game console: £15.99

Shark!Shark!, Motocross, Star Strike, Snafu, Football, Night Stalker, Space Armada, Skiing, Baseball and Astromash.

Astromash

25-game console: £29.99

Space Battle, Space Hawk, Star Strike, Hockey, Skiing, Volleyball, Tower of Doom, Golf, Snafu, Space Armada, Shark!Shark!, Astromash, Sub Hunt, Night Stalker, Thunder Castle, Thin Ice, Motocross, Vectron, Football, Pinball, Basketball, Buzz Bombers, Wrestling, Hover Force and Baseball.

Golf

OUT NOW!

Plug-in and Play

BREATH OF FIRE: DRAGON QUARTER

CAPCOM TAKES A BREAK FROM ZOMBIES AND STREET FIGHTERS FOR ANOTHER DOSE OF RPG GOODNESS. TIM WRIGHT HAS A RANDOM ENCOUNTER WITH IT...

GAME SPEC

PUBLISHER: ..... CAPCOM
DEVELOPER: ..... CAPCOM
NO OF PLAYERS: 1
PRICE: £39.99
WEBSITE: .....
.www.capcom.com/playstation2.xpml

WHICH CONSOLE?

PLAYSTATION 2	XBOX	GAMECUBE

12TH SEPT

The bombs make for a good pre-emptive strike

You could have someone's eye out with that!

Capcom's venerable RPG series gets a fifth outing in *Breath of Fire: Dragon Quarter*, and it seems change is afoot. All the previous entries in the series have been about as generic and unimaginative a set of RPGs as you could ever expect to meet. Fortunately, for *Dragon Quarter*, Capcom has made great strides to avoid the suffocating blandness that's plagued the series to date.

SAVE YOURSELF

One other change from the usual RPG conventions is the Save Game option. By now you're probably used to convenient glowing save cones at regular intervals in the game. *Dragon Quarter* uses 'Save Tokens' instead. These rare items need to be used sparingly, and only as a last resort (such as at the beginning and end of a dungeon area, but never during). Fortunately, when you've played enough for one day, you can do a temporary save-and-quit completely free. The temporary save is deleted once you reload it, but at least you won't blow any tokens simply because you want to go to bed.

"RYU HAS AN AFFINITY WITH DRAGONS"

The only connection with the previous games is the lead character. As always, his name is Ryu, and he has an affinity with dragons. Indeed, he can transform into

Ryu tries to keep the Avon ladies out

HISTORY OF DRAGONS

The original *Breath of Fire* was a surprise hit for Capcom when released on the Super Nintendo back in 1993. So much so they quickly followed it up with a sequel in 1994 for the same platform. Fast-forward to 1997 and the first of two further sequels for the PlayStation followed, with the second being released as recently as 2000.

The first two games have since been ported over to the Game Boy Advance and should be easy to get hold of, but you'll have to dig around a bit to find *BoF III* and *IV*.

No sword and sorcery clichés here!

one in battle to kick some serious booty. Unlike the previous games, this one takes place underground. Deep underground. In a place so grim and dirty that a group of kids decide they've had enough and set about climbing back to the surface to see the sky for the first time. Ryu's problem is they aren't making it back without interference from all kinds of monsters and foes. An even bigger problem is that while Ryu can call forth the dragon within to assist in battle, each calling raises his Dragon-counter. If he uses it too many times, the dragon takes over his body completely and he's as good as dead!

D-VIOUS...

The trick is to play through the game until your D-Counter reaches a certain level or until you find your party hopelessly outgunned and out-levelled by the monsters – and then give up and start again. Really – I'm not joking! You see, if you select to end the game and start over, your party starts from the beginning again, but all your experience and hardware is carried over to the new game. Additional story elements appear, cut scenes are added, doors unlocked and new locations made available each time you start over. Eventually, your party is buff and experienced enough to make it to ground level. Fortunately, as the main quest is only around ten hours long (a light snack by RPG standards), rebooting the game isn't such a problem. It does smack slightly of artificially stretching out the gameplay rather than coming up with a longer one-off quest, but it's curiously addictive and different enough to be compelling.

Combat is, thankfully, not a series of tedious random battles, but instead uses a new system. Enemies are visible and can be lured out with meat and blown up with bombs to damage them before you go into battle, or you can afflict them with status ailments (such as poison) before you attack. This adds a welcome element of strategy to the proceedings, and makes combat a lot more interesting.

GRIM GRAPHICS

It's almost enough to take your mind off the graphics, which are a mix of lavish yet grim and dark underground environments with cartoony cel-shaded characters slapped on top. The cel shading isn't nearly as effective as in *Dark Cloud 2*, and the character designs are freakish at best.

Dragon Quarter is a brave attempt to do something different with the RPG genre. The repetitive nature of the game may put some of you off, but for those looking for something more challenging and unusual than the average *Final Fantasy* knockoff, look no further.

■ TIM WRIGHT

This girl is 22. No, really

One token damsel in distress

PLAY ON VERDICT

FOR
- Innovative new slant on RPG gaming
- Genuinely challenging
- No random encounters! Yay!

AGAINST
- Freaky character designs
- Not for the impatient

ALTERNATIVES
- Wild Arms 3
- Final Fantasy X

LONGEVITY
- Ten to 15 hours first time through, perhaps longer depending on how many times you restart.

OVERALL
Innovative, but not for everyone. Best suited for those looking for a challenge.

7

DARK CHRONICLE

THE SEQUEL TO THE FIRST BIG PS2 RPG FINALLY ARRIVES. TIM WRIGHT CHRONICLES HIS EXPERIENCES...

GAME SPEC

PUBLISHER: .....SONY CEE
DEVELOPER: LEVEL-5
NO OF PLAYERS: 1
PRICE: £39.99
WEBSITE: www.level-5.co.jp

WHICH CONSOLE?

PLAYSTATION2 | XBOX | GAMECUBE

JULY 2003

Max and Monica, the heroes of the day

Remember *Dark Cloud?* In the dim and distant days before the PS2 launched in the UK, we were teased with footage from this game showing town-building, magic carpet rides and fast-paced real-time combat. 'It's a *Zelda*-killer!', we all shouted.

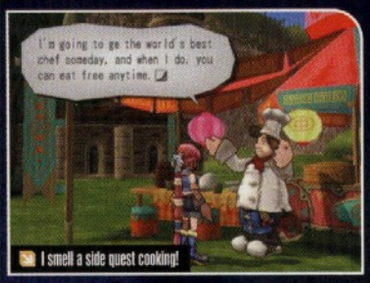
The game finally surfaced and it was a tremendously enjoyable run-around. For the first ten hours. Then it became apparent there was nothing much to do but mess about in featureless, random dungeons and rebuild villages to the exacting requirements of the inhabitants. The plot was postage-stamp material, the graphics were average at best, your weapons broke and were lost forever if you so much as looked at them the wrong way and the sheer repetition meant that the game grew stale long before you completed it. Oh, and your character had a permanent raging thirst that meant you were dead if you didn't knock back some water every five minutes or so. Two years on, and Level-5 emerge with the sequel: *Dark Chronicle.*

Max kicks butt

CHANGE IS FOR THE BETTER

Another improvement in the dungeon-hacking is you now only have to worry about two characters, rather than the large cast from the first game. This streamlines dungeon exploration and reduces the amount of toggling back and forth between characters you had to endure in *Dark Cloud.* Additionally, the dreaded Thirst Meter's gone, and while weapons still break, they last a lot longer and aren't gone forever once they bust. Weapon repair powders are also abundant, so you never need to worry unduly about serious snappage.

"ONE OF THE BEST-LOOKING GAMES ON THE PS2"



I smell a side quest cooking!

The gameplay mechanics still revolve around raiding randomly-generated dungeons for the bits you need to rebuild villages using the Georama system, but this time things are much more in-depth. For one thing, you no longer need to collect building pieces stashed away in Atla spheres. Now you collect Geostones and feed them into your town-building robot/ship. You then get a rundown on what you can or can't build, and must head down to the shops to get the raw materials. In addition, you can go into much finer detail when town-building, right down to painting surfaces and tweaking chimney stacks.

DUNGEON DELVING

Aside from that, the dungeons are much the same as before, only considerably better looking. Thankfully, there's so much more to do besides dungeon-crawling, so the dungeons don't grow old and stale this time around.

The main quest on its own is worth a good 30-40 hours of your time, but once you toss in all the extra stuff, the game's playtime doubles. Just for starters, there's Steve, a mechanical weapon who comes in very handy in the dungeons. Easily tweaked and upgraded to your own personal requirements, he's a heavy hitter who proves invaluable during tough fights, though like all weapons, he needs maintenance to keep him ticking over.

IMPRESSIVE AESTHETICS

Graphically, this is one of the best looking games on the PS2 to date, sporting terrific texture detail and variety, not to mention a rare example of cel-shaded characters that actually look good. Despite all the on-screen detail and effects-work, the framerate never bogs down and the game always runs smoothly. A strong soundtrack and surprisingly good voice acting round off the package nicely.

Inventions like these come in handy

This game is more playable and feature-packed than any other RPG in recent memory. Developer Level-5 has ensured *Dark Chronicle* fixes all the problems that plagued the original game, and gives us something so bursting with gameplay and things to do, mere words can't do it justice. The exceptional graphics and production values are just the icing on a very large and tasty cake. RPG of the year? I should say so! ■ TIM WRIGHT

"RPG OF THE YEAR"

Georama returns!

SO MUCH TO DO....

There's more to the main quest than Steve the robot and town building. Once you have a fishing rod, you can fish anywhere you find water (including in dungeons). Said fish can then be eaten, sold, put in an aquarium and raised in your spare time or placed into fish-racing tournaments.

Not enough? How about the ability to photograph anything you see and formulate ideas for new inventions from shots of certain items. To invent these items, you need to track down the component parts and hope the idea works once you put the pieces together.

And after a hard day's dungeon-hacking, you can also play a round of golf.

You complete spanner

PLAY ON VERDICT

FOR
- Superb graphics
- Loads of mini-games
- Lots of freedom to invent things
- A real sense of fun
- Fixes all the first game's flaws

AGAINST
- Random dungeons are not for everyone

ALTERNATIVES
- Dark Cloud
- Kingdom Hearts

LONGEVITY
- Expect to invest 30-40 hours in the main quest, but the extra features could easily double that.

OVERALL
A bottomless pit of gameplay and imagination. One of the best RPGs of the year!

9

BLACK & BRUISED

Each fighter has their own themed KO animation

IN THE RED CORNER

ALLY GATOR
Finds animals more sociable than people, and lives alone in the swamp with the gators to prove it. She's always hooked up with some environmentalist cause, and is willing to use her fists to back it up.

MAIGARU
A serious, tough-as-nails fighter hell-bent on conquering any opponent with a unique blend of martial arts and boxing skills.

EL LUCHADOR
This guy thinks he is some kind of superhero. He's an amazing fighter, though. I guess when you get your ass kicked as much as this kid did growing up, you learn to protect yourself.

MICKEY McFIST
One tough pug who loves the ladies and the booze, not to mention the ponies. A great fighter, but not such a great gambler.

COMEDY CARTOON BOXING? LET ME FIND MY GUMSHIELD...

It's been a while since *Ready 2 Rumble Round 2*, Midway's slice of over-the-top arcade boxing unreality, so there may be just enough room on the PS2 for a boxing game that looks like a cartoon and plays more like a very accessible 3D fighter than any kind of boxing sim.

I'm actually quite a fan of cel shading, and it's used to excellent effect here in *Black & Bruised*. Given there's so many boxers, it's a pleasant surprise that so few are predictable and dull. Most have an interesting angle, especially the Mexican fella who dresses up like a watermelon to and the Irish fighter with a Scots accent (alright, that's probably a cock-up on the developer's part, but it all adds flavour). You get to uncover more of the character's backgrounds in the Boxer's Life Mode, which tells each boxer's story through a series of fights and high-quality cut scenes. The dialogue is strong too, but the punching sound effects are weak to say the least, which is a real shame.

But all that's secondary to the boxing itself, which is not so good. The cartoony special effects are over-used, making it hard to block, and blocking is a big part of winning a match. The lame sound effects don't help either. The bruises of the title don't seem as dramatic as they should be, and the much-vaunted use of the analogue buttons has an effect that's too subtle to notice.

Dress like a watermelon, collapse like a balloon...

GAME SPEC

PUBLISHER: . . .VIVENDI UNIVERSAL
DEVELOPER: . . . . . .DIGITAL FICTION
NO OF PLAYERS: . . . . . .COPY
PRICE: £39.99
WEBSITE: www.blackandbruised.com

WHICH CONSOLE?

PLAYSTATION2	XBOX	GAMECUBE
OUT NOW		OUT NOW

FIGHT NIGHT

Ideally you build power-ups while you fight, and these have variety and inject a lot of fun and sparkle into the proceedings, but they aren't quite enough to make things truly zing. Playing against a buddy livens things up, but there's nothing in the two-player mode to make this stand out.

Black & Bruised is a triumph of style over substance. The character design and animation is strong. ■JULIAN BOARDMAN

"A TRIUMPH OF STYLE OVER SUBSTANCE"

Losing to a girl? No surprise in that soppy outfit...

PLAY ON VERDICT

FOR
- Stylish
- Strong character deisgn
- Plenty of game modes

ALTERNATIVES
- Rocky
- Knockout Kings 2002

LONGEVITY
- If you want to play through it, you're here for a good while.

OVERALL
Shiny surface

6

BEYBLADE

Beyblade packs all the action of duelling against your friends onto the PlayStation.

You can customise your own Beyblade top with powerful parts and your own bit beast, then LET IT RIP! You launch your top into the Beystadium where you can control its movement and use different attacks to knock your opponent out of the ring, grind them to a halt or even smash their Beyblade into bits!

Earn Bey Points from battles and use them to buy more parts to customise your Beyblade. Plus you and your bit beast can level up and get stronger powers. Once you're ready to really kick butt, you can enter the World Beyblade Championship and try to become the best!

爆転シュート
ベイブレード
BEYBLADE

TOYS R US

PRE-ORDER YOUR COPY NOW!
RELEASED **22TH AUGUST!**

GAME SPEC

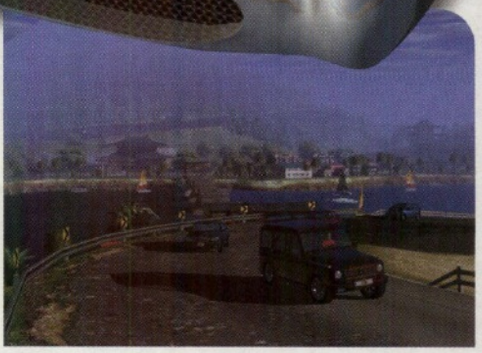
PUBLISHER: ..... TDK
DEVELOPER: ..... SYNETIC
NO OF PLAYERS: 1-2
PRICE: £39.99
WEBSITE: .www.tdk-mediactive.com

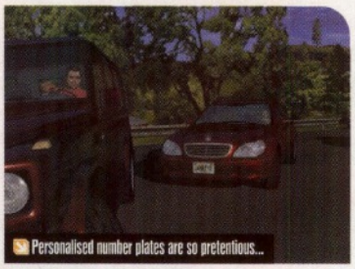
WHICH CONSOLE?

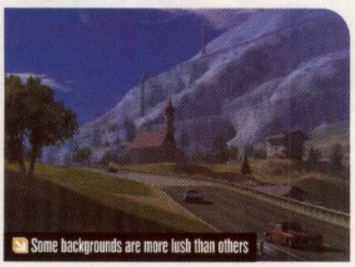
PLAYSTATION2	XBOX	GAMECUBE
AUGUST 03	OUT NOW	AUGUST 03

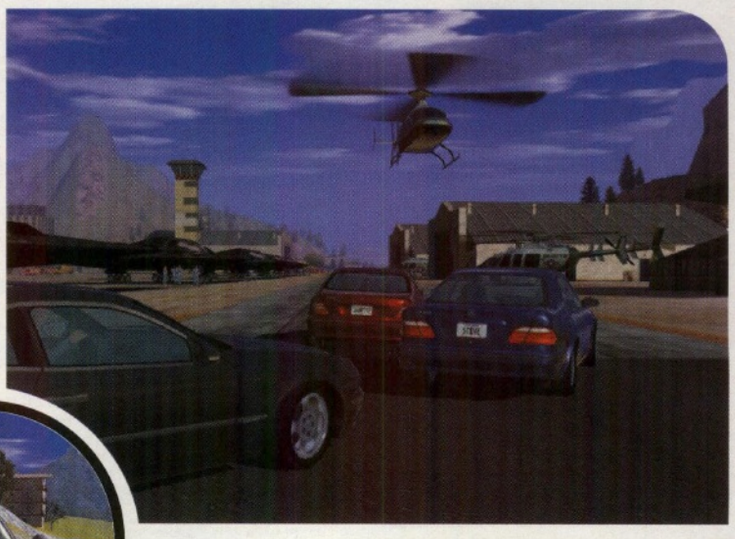
WORLD RACING

USING THE MERCEDES-BENZ LICENCE, CAN TDK'S NEW RACING GAME MAKE THE PODIUM?



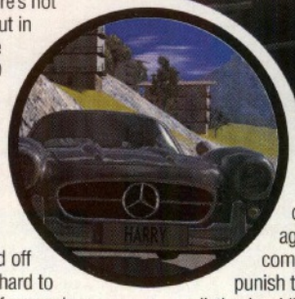

Personalised number plates are so pretentious...


Some backgrounds are more lush than others



Let's be open and honest here. If you're looking for a racing game on any format, you've never been so spoilt for choice. Not only are there more titles available then ever before, but there are more really good titles as well. That leaves new entries into the genre with a bit of a tricky mountain to climb. World Racing does a fair job of climbing that mountain but doesn't quite have enough revs under the bonnet to get to the very top.

Visually, it's hard to argue with the quality of the game. The Mercedes-Benz licence has been used with absolute respect, and even when the visuals move into motion as the game hits top gear, there's not too much to complain about in this department. The game features a revolutionary 3D landscape engine, which not only creates separate race tracks but also facilitates the creation of kilometre long sceneries allowing a 'virtually realistic' full driving experience on the track and off the road. Furthermore, it's hard to grumble about the range of gameplay options you get to pick from, and even that course design is enlightened somewhat by the numerous off-road opportunities the game approves of you taking.



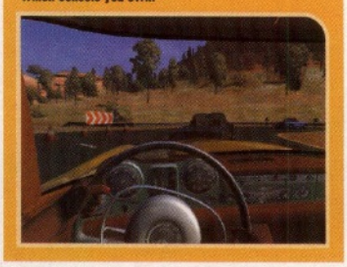
PEDAL THE METAL

When it comes to controlling the cars, a lot of practice is called for before you begin to master these four-wheeled beasts. For instance, should you try and win the championships the game puts your way, you too often find yourself battling against incredibly tricky computer-controlled cars who punish the slightest mistake with sadistic glee. Likewise, the handling of the vehicles is really quite tricky. That may be realistic, but much of the game gives off an arcadey vibe, and this more serious way of tackling the actual driving is far more straight-laced. Naturally enough, that's a bonus for some, a bugbear for others.

Ultimately, if you can persevere with the steep learning curve you'll get satisfaction from it but it may put you off if Ridge Racer and Daytona's more your driving style. ■ **SIMON BREW**

MULTIFORMAT

Available on Xbox, Game Cube and PS2, there's not much to call between the different versions. On the graphics front, it's the Xbox that just shades it, but other than that, it's pretty-much the same no matter which console you own.



PLAY ON VERDICT

FOR
- Graphics are strong
- Off-road is fun
- Numerous options

ALTERNATIVES
- Burnout 2
- Gran Turismo 3: A-Spec

OVERALL
A run-of-the-mill racing game; no more, no less.

5

Cutting-Edge

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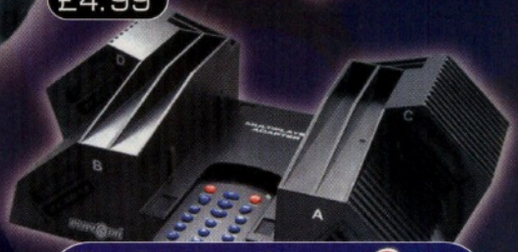

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MAKEN SHAO: DEMON SWORD

HACK 'N' SLASH SWORDPLAY ON A BUDGET? SOUNDS LIKE A GOOD IDEA TO US...

GAME SPEC

PUBLISHER: .....MIDAS INT. ENT.
DEVELOPER: .....MIDAS INT. ENT.
NO OF PLAYERS: 1
PRICE: £14.99
WEBSITE: www.midasinteractive.com

WHICH CONSOLE?

PLAYSTATION2	XBOX	GAMECUBE
OUT NOW		

***Maken Shao* is a third-person action adventure in which you take the role of high-school girl Kei Sagami. On a visit to her dad's lab, she merges with an experimental living sword when the lab is attacked and sets out on an adventure to uncover a sinister conspiracy.**

Time to take a swipe at your foes...

Kei not only uses her magical sword to battle enemies, but also to possess or 'Brain Jack' other characters to learn information and use their abilities. As you progress through the game, you learn new sword combos, and the ability to lock onto enemies during combat is welcome. The game is heavily Japanese-influenced, which can make the story confusing at times, with lots of long cut-scenes to sit through, but the animation is smooth and stylised and looks like it could have been lifted straight from a Manga film.

It's certainly no triple-A title, but priced at only £15, and with the extra strategy employed when 'Brain Jacking', it's certainly an enjoyable action game that won't break the bank. ■ MATT CUTTLE

Where will you go next?

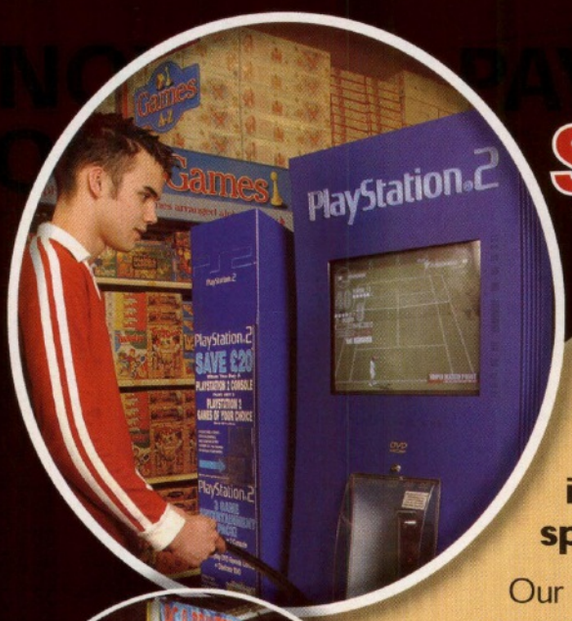
PLAY ON VERDICT

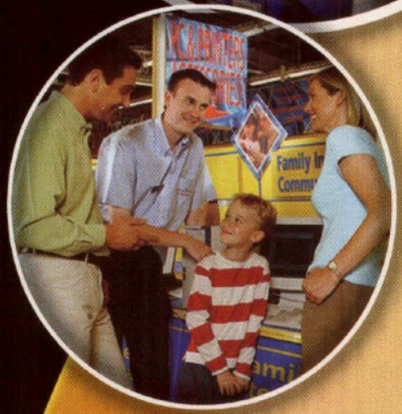
FOR
- 'Brain Jacking' is a novel idea
- Stylised characters
- Only 15 quid!

ALTERNATIVES
- Devil May Cry II
- The Hulk

LONGEVITY
- This will last you surprisingly long considering it's a budget title.

OVERALL
A great, cheap introduction to Japanese gaming.





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SPEED KINGS

THE GUYS BEHIND MOTOGP BRING EXTREME MOTORBIKE RACING TO THE PLAYSTATION2...

Falling trees? No problem. Powerdown!

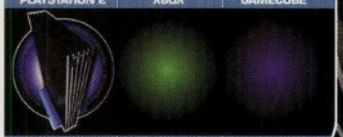
Barge your friends into oncoming traffic

GAME SPEC

PUBLISHER: .....ACCLAIM
DEVELOPER: .....CLIMAX
NO OF PLAYERS: 1-2
PRICE: £19.99
WEBSITE: .....
www.acclaim.com/games/speedkings/

WHICH CONSOLE?

PLAYSTATION 2 | XBOX | GAMECUBE



OUT NOW

Motorbike games are an odd genre, being somewhat hard to pull off without feeling like a car-racing game with very thin cars. Fortunately, Climax is a development team with plenty of experience in the area, and *Speed Kings* doesn't disappoint.

"THOROUGHLY ENTERTAINING"

The first thing new *Speed Kings* players should try is the Licence Mode. Here you learn the tricks of the trade, from simple boost starts to powerdowns (slides that get you under obstacles), wheelies, endos (the opposite of a wheelie, using your brakes) and even crazy tricks like handstands.

XTREME BIKING

With cars all over the show, trucks that cross intersections without warning, trees and other obstacles that come crashing into your path and opponents who kick you off your bike if they get close enough, the action keeps coming thick and fast. Your average lap may well include a powerdown under a truck that suddenly crosses your path, hitting a jump to fly over a busy intersection, pulling a 1000-yard wheelie down a straight to complete a respect challenge and powerbanding it past a speed camera at over 200mph!

This is a fast-paced and thoroughly entertaining arcade-style motorbike racer. *Speed Kings* offers hours of quality entertainment. At 20 quid you can't knock it. ■ JAMIE WILKS

PLAY ON VERDICT

FOR
- Great fun to play
- Six game modes
- Eight split-screen modes
- Loads to unlock

ALTERNATIVES
- Freekstyle
- MotoGP3

LONGEVITY
- Plenty of tracks, but not the best game for longevity.

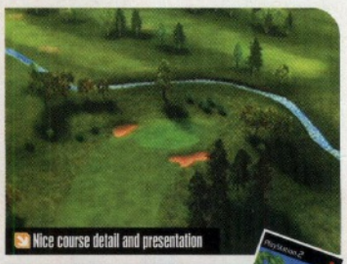
OVERALL
A really fun, original freestyle motorbike racing game.

8

MR GOLF

MR JAMIE CHECKS OUT MR MIDAS' CUTESY NEW GOLF GAME ON MR PLAYSTATION 2...

Extensive Tutorial Mode teaches you how to play


Nice course detail and presentation

GAME SPEC

PUBLISHER: ...MIDAS INTERACTIVE
DEVELOPER: .....ARTDINK
NO OF PLAYERS: 1-4
PRICE: £29.99
WEBSITE: www.midasinteractive.com

WHICH CONSOLE?

PLAYSTATION 2 | XBOX | GAMECUBE

OUT NOW

Golf games are one of those alternative genres that aren't swamped with hordes of dedicated fans, yet still manage to deliver some quality entertainment for the average gamer. *Mr Golf* is one such game.

Billed as a slim-line fun alternative to more bulky golf simulations such as Tiger Woods, *Mr Golf* manages to be an arcade-style golf game like *Hot Shots Golf 3*. It brings all the accessibility and entertainment appeal that comes with the arcade style, yet uses a very similar analogue swing system to the one which has made *Tiger Woods PGA Tour 2003* so popular. The end product is a fantastically playable golf game, which is easy to get into yet will take some time to master, whilst being great fun along the way.

When you first play *Mr Golf* only a handful of characters are available to you, along with four of the eight courses. By beating the computer at either stroke or match play, you can open up new characters, new courses and access different season options for each course, from spring through winter.

If you're looking for a bargain golf game, *Mr Golf* looks nice, plays really well and is cheap as chips (groan). ■ JAMIE WILKS

PLAY ON VERDICT

FOR
- Clever analogue control system
- Easy to pick up
- Challenging gameplay
- Lots to unlock

ALTERNATIVES
- Tiger Woods PGA Tour 2003
- Hot Shots Golf 3

LONGEVITY
- Mr Golf has lots to unlock and is challenging to master.

OVERALL
A cool alternative golf game with a lot to offer.

8

ALL VEHICLES
UNLIMITED ENERGY
ACCESS ALL AREAS
INFINITE HEALTH
EXTRA TIME
UNLIMITED CASH
EXTRA CHARACTERS
ALL VEHICLES
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• Easy to use - no technical or programming knowledge required.

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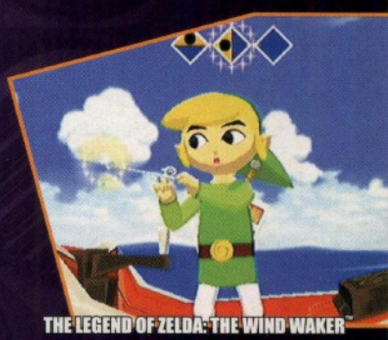
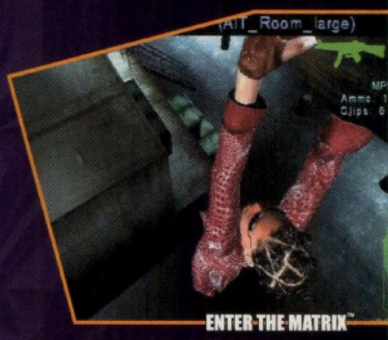
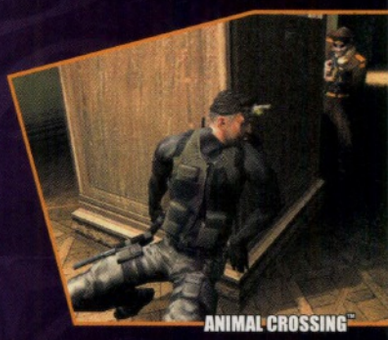
for GameCube™

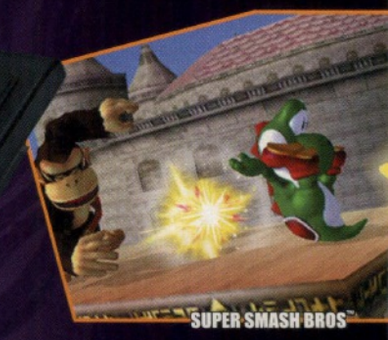
Imagine a product that lets you play GameCube™ games the way you really want to. An amazingly powerful product that can help you defeat any GameCube™ game - or breathe new life into an old game by making it even more challenging to complete. A product that is also capable of playing import titles from Europe and Japan - without any modifications to your console.

Welcome to Action Replay™, the incredible new game enhancer that unleashes the true power of your Nintendo® GameCube™. With Action Replay™ even a complete novice can become a real gaming guru overnight!









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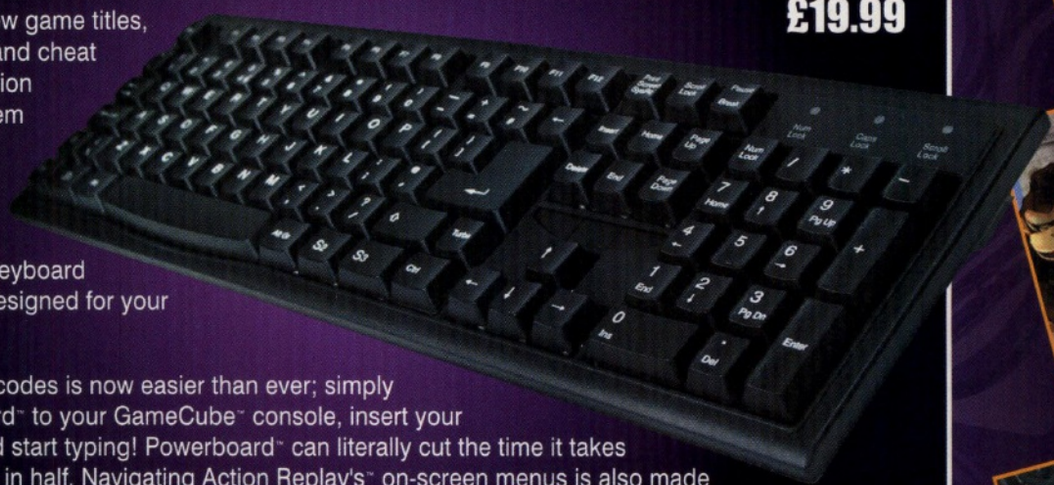

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TIPS & CHEATS

HAVING TROUBLE IN YOUR FAVOURITE GAME? CHECK OUT OUR CUNNING COLLECTION OF **TERRIFIC TIPS AND CHEEKY CHEATS...**

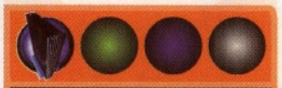
THE HULK

■ **ENTER THE FOLLOWING CODES ON THE CODE INPUT SCREEN FOUND UNDER OPTIONS...**

Invulnerability: GMMSKIN.
The Hulk and Bruce Banner will be invincible.
Regenerator: FLSHWND.
The Hulk will regenerate faster.
Full Rage Meter: ANGMNGT.
The Rage meter always remains full.
Unlimited Continues: GRNCHTR
Unlocks this option at the cheats menu.
Double Hulk's HP: HLTHDSE.
Unlocks this option at the cheats menu.
Double All Enemies' HP: BRNGITN.
Unlocks this option at the cheats menu.
Halve All Enemies' HP: MMMYHLP.
Unlocks this option at the cheats menu.
Wicked Punch: FSTOFRY.
Unlocks the one-hit kill option at the cheats menu.
Puzzle Solved: BRCESTN.
Unlocks this option at the cheats menu. Puzzles will immediately be solved.
Reset High Score: NMBTHIH.
Unlocks this option at the cheats menu.
Unlock All Levels: TRUBLVR.
Unlocks this option at the cheats menu.

■ **ENTER THESE CODES ON A TERMINAL FOUND WITHIN THE GAME...**

Hulk Transformed Movie Art: SANFRAN
Hulk vs. Hulk Dogs movie art: PITBULL
Desert Battle movie art: FIFTEEN
Hulk Movie F/X movie art: NANOMED
Play as Gray Hulk: JANITOR



GTA: VICE CITY

■ **ENTER THE FOLLOWING CODES DURING THE GAME. A MESSAGE CONFIRMS CORRECT CODE ENTRY...**

WEAPONS (TIER 1): R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑
To unlock the least powerful weapons in each category.

WEAPONS (TIER 2): R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ←

WEAPONS (TIER 3): R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ↓

HEALTH: R1, R2, L1, ○, ←, ↓, →, ↑, ←, ↓, →, ↑

ARMOUR: R1, R2, L1, X, ←, ↓, →, ↑, ←, ↓, →, ↑

RAISE WANTED LEVEL: R1, R1, ○, R2, ←, →, ←, →, ←, →

LOWER WANTED LEVEL: R1, R1, ○, R2, ↑, ↓, ↑, ↓, ↑, ↓

BLOODRING BANGER (STYLE 1): ↑, →, →, L1, →, ↑, □, L2

BLOODRING BANGER (STYLE 2): ↓, R1, ○, L2, L2, X, R1, L1, ←, ←

CADDY: ○, L1, ↑, R1, L2, X, R1, L1, ○, X

HOTRING RACER (STYLE 1): R1, ○, R2, →, L1, L2, X, X, □, R1

HOTRING RACER (STYLE 2): R2, L1, ○, →, L1, R1, →, ↑, ○, R2

LOVE FIST LIMOUSINE: R2, ↑, L2, ←, ←, R1, L1, ○, →

RHINO TANK: ○, ○, L1, ○, ○, ○, L1, L2, R1, △, ○, △

ROMERO'S HEARSE: ↓, R2, ↓, R1, L2, ←, R1, L1, ←, →

SABRE TURBO: →, L2, ↓, L2, L2, X, R1, L1, ○, ←

TRASHMASTER: ○, R1, ○, R1, ←, ←, R1, L1, ○, →

AGGRESSIVE TRAFFIC: R2, ○, R1, L2, ←, R1, L1, R2, L2

PINK TRAFFIC: ○, L1, ↓, L2, ←, X, R1, L1, →, ○ or X

BLACK TRAFFIC: ○, L2, ↑, R1, ←, X, R1, L1, ←, ○

INCREASE TOP SPEED: →, R1, ↑, L2, L2, ←, R1, L1, R1, R1

DODO CAR (FLYING): →, R2, ○, R1, L2, ↓, L1, R1
You can't fly a helicopter correctly when this code is activated.

DODO BOATS (FLYING): R2, ○, ↑, L1, →, R1, →, ↑, □, △

CAR FLOATS ON WATER: →, R2, ○, R1, L2, □, R1, R2.
Repeat the code to deactivate it.

CHANGE WHEEL SIZE: R1, X, △, →, R2, □, ↑, ↓, □
The wheels of some vehicles become larger, others become smaller. Repeat code to increase its effect.

DESTROY CARS: R2, L2, R1, L1, L2, R2, □, △, ○, △, L2, L1

BETTER DRIVING SKILLS: △, R1, R1, ←, R1, L1, R2, L1

PEDESTRIANS RIOT: ↓, ←, ↑, ←, X, R2, R1, L2, L1.
This code cannot be disabled.

PEDESTRIANS ATTACK YOU: ↓, ↑, ↑, ↑, X, R2, R1, L2, L2

PEDESTRIANS HAVE WEAPONS: R2, R1, X, △, X, △, ↑, ↓

PEDESTRIANS FROM THRILLER: □, L1, △, R2, □, L1, L1
Several pedestrians resemble Michael Jackson or zombies from the Thriller video.

POLICE RETURN FROM DEAD: ○, L1, ↓, L2, ←, X, R1, L1, →, X

PEDESTRIAN COSTUME: →, →, ←, ↑, L1, L2, ←, ↑, ↓, →
Repeat code to cycle through costumes.

■ **NOTE:** ***Dying in one of the following costumes may freeze the game...***

CANDY SUXXX COSTUME: ○, R2, ↓, R1, ←, →, R1, L1, X, L2.

HILARY KING COSTUME: R1, ○, R2, L1, →, R1, L1, X, R2

KEN ROSENBERG COSTUME: →, L1, ↑, L2, L1, →, R1, L1, X, R1

LANCE VANCE COSTUME: ○, L2, ←, X, R1, L1, [X], L1

LOVE FIST MUSICIAN 1 COSTUME: ↓, L1, ↓, L2, ←, X, R1, L1, X, X

LOVE FIST MUSICIAN 2 COSTUME: R1, L2, R2, L1, →, R2, ←, X, □, L1

MERCEDES COSTUME: R2, L1, ↑, L1, →, R1, →, ↑, ○, △

PHIL CASSADY COSTUME: →, R1, ↑, R2, L1, →, R1, L1, →, ○

RICARDO DIAZ COSTUME: L1, L2, R1, R2, ↓, L1, R2, L2

SONNY FORELLI COSTUME: ○, L1, ○, L2, ←, X, R1, L1, X, X

SUICIDE: →, L2, ↓, R1, ←, ←, R1, L1, L2, L1
This also restores your default costume.

SLOWER GAME: △, ↑, →, ↓, □, R2, R1

FASTER GAME: △, ↑, →, ↓, L2, L1, □

FASTER GAME CLOCK: ○, ○, L1, □, L1, □, □, □, L1, △, ○, △

NORMAL WEATHER: R2, X, L1, L1, L2, L2, L2, ↓

SUNNY WEATHER: R2, X, L1, L1, L2, L2, L2, △

RAINY WEATHER: R2, X, L1, L1, L2, L2, L2, ○

FOGGY WEATHER: R2, X, L1, L1, L2, L2, L2, X

OVERCAST SKIES: R2, X, L1, L1, L1, L2, L2, L2, □

BIKINI WOMEN WITH GUNS: →, L1, ○, L2, ←, X, R1, L1, L1, X

TOMMY GROUPIES: ○, X, L1, L1, R2, X, X, ○, △
Women to follow you. Aim your gun and they attack your target.

ENTER THE MATRIX

■ **CHEAT MODE:** *Enter the Hacking engine in the game. Enter CHEAT.EXE and the cheat menu is unlocked. Enter one of the following codes to activate the corresponding cheat.*

Maximum Firepower: 0034AFFF
Unlimited Ammunition: 1DDF2556
Unlimited Focus: 69E5D9E4
Fast Focus Restore: FFF0020A
Unlimited Health: 7F4DF451
Sparks' Construct in Training Mode: 13D2C77F
Enemies Cannot Hear You: 4516DF45
Enemies Cannot See You: FFFFFFF1
Turbo Mode: FF00001A.
Multiplayer Fighting: D5C55D1E
Low Gravity: BB013FFF
Faster Logos: 7867F443
Taxi Driving: 312MF451

■ **HACKING ENGINE TOOLS:** *In Hacking engine (which is accessed from the title screen), there are a number of directories and tools that can be useful...*

CLS: A:\SYSTEM
Clear the screen of text
DIR <location>: A:\SYSTEM
List files and folders
ECHO <text>: A:\SYSTEM
Display indicated text
EXIT: A:\SYSTEM
Exit Hacking engine
HELP <command>: A:\SYSTEM
Extended help for a command
LOGIN: A:\SYSTEM
Change drives
READ: A:\SYSTEM
*Read *.txt files*
REBOOT: A:\SYSTEM
Reboot system, remove unlocked commands
CHEAT <code>: A:\TOOLS
Cheat code entry command
VIBRATION <1-100>: A:\TOOLS
Test vibration feature
BEEP <1-8>: A:\TOOLS
Test beeps
DECODE <code>: B:\TOOLS
Decode hint
DROP <code> B:\TOOLS
Weapon drop command
PLAY B:\TOOLS
*Play *.fmv files*
TRACEKILL B:\TOOLS
Kills traces
VIEW B:\TOOLS
*View *.img files*
VIRTUAL B:\TOOLS
Access virtual drive

■ **WEAPON DROPS:** *Enter the following DROP commands to drop weapons at the indicated location.*

North Concourse: DROP PNSRZ10
Airport Tunnel: DROP RKHMS10
2nd Floor West (Chateau): DROP JDZMT10
Courtyard (Chateau): DROP ZKHBD10
Skyscraper: DROP RHFTQ10
Warehouse (Chinatown): DROP ZSZQH10
Transformer Field (power plant): DROP JDHQL10
2nd Floor PO Boxes: DROP B1AXXF2

Morpheus Message: In the Hacking engine, instead of using GUEST, LOGIN as FREEMIND or COWBOYCURTIS. The system offers a message from Morpheus. If you accept, it will tell you to press a number from 1 to 5. There are five messages to hear.

MIDNIGHT CLUB 2

■ **CHEAT MODE:** *Highlight Options Mode at the main menu. Press ↓ to highlight Options (Name), then press ← or → until Options: Cheat Codes appears. Press X, then, enter one of the following cheat codes. Highlight Accept and press X. The codes are case-sensitive, so make sure your capital letters are in the right places.*

All Locations and Cars: Enter '*rimbuk*' or '*pennyThug*'.
All Cars: Enter '*the Collector*' or '*nimbuk*'.
All Locations: Enter '*Globetrotter*'
Enhanced Airborne Control: Enter '*carcrobatics*'.
Guns, Rockets, Nitrous, and No Damage: Enter '*immortal*'. *Press L3 and R3 to fire the weapons.*
All Modes: Enter '*dextran*'.
Guns and Rockets: Enter '*savethekids*'. *Play in arcade mode, then press L3 and R3 to fire.*
Unlimited Nitrous (Arcade Mode): Enter '*greenLantern*'. *This also adds nitrous to motorcycles.*
No Damage (Arcade Mode): Enter '*gladiator*'.

■ **ADJUST GAME DIFFICULTY:** *Enter one of the following codes to select a difficulty setting...*

howhardcanitbe0
howhardcanitbe1
howhardcanitbe2
howhardcanitbe3
howhardcanitbe4
howhardcanitbe5
howhardcanitbe6
howhardcanitbe7
howhardcanitbe8
howhardcanitbe9

■ **VEHICLE UNLOCKS**

Motorcycle: Defeat five motorcycles in a long race.
Los Angeles Police Car: Win all the circuit races in Los Angeles in Arcade Mode.
Paris Police Car: Win all the circuit races in Paris in Arcade Mode.
Tokyo Police Car: Win all the circuit races in Tokyo in Arcade Mode.
SLFA50X: Win all the races in Los Angeles, Paris, and Tokyo in Arcade Mode.
Zoom on Mini-Map: Press ↓/← or ↓/→ to zoom in and out of the mini-map at the bottom left corner.

SOCOM: U.S. NAVY SEALS

■ **SECRET HEADSET COMMANDS: There a few secret commands you can use by saying them into the headset.**

'Bravo open/close door' *[while pointing at the door with the crosshairs].*
'Hands up, get down' *[use on guards after sneaking up on them].*
'Bravo diffuse bomb' *[pointing crosshairs at bomb].*
'Breech, Bang, Clear' *[pointing crosshairs into room and your team throws in two grenades and a frag].*
'Team low profile' *[team goes into stealth mode].*
'I got a gun! What do you got?'
'Don't ask don't tell' *[dumbs down your team].*
'Bravo Snipe' *[when Spectre or Jester carries sniper rifle].*
'Team, commit suicide' *[team blows itself up or fires randomly].*
'Bravo get naked' *[they answer, 'are you sure Sir?'].*
'Bravo kill me' *[they do].*
'Bravo report status' *[they tell you what they're doing].*
'Team Bob The Builder' *[they attack wherever your crosshairs point].*

More Weapons: Successfully complete the game at Ensign difficulty to unlock terrorist weapons in the armoury in single-player mode. Successfully complete the game at Lieutenant difficulty to unlock the MGL

Lieutenant JG Difficulty: Successfully complete the game at Ensign difficulty.

Level Select & Lieutenant Difficulty: Successfully complete the game at Lieutenant JG difficulty.

Lieutenant Commander Difficulty: Successfully complete the game at Lieutenant difficulty.

Commander Difficulty: Successfully complete the game at Lieutenant Commander difficulty.

Captain Difficulty: Successfully complete the game at Commander difficulty.

Rear Admiral Difficulty: Successfully complete the game at Captain difficulty.

Vice Admiral difficulty: Successfully complete the game at Rear Admiral difficulty.

Admiral Aifficulty: Successfully complete the game at Vice Admiral difficulty.

LEGEND OF ZELDA: THE WIND WAKER

Unlimited Health: You need two bottles and a telescope. Go to Grandma's and fill one bottle with Elixir. Set the bottle of Elixir to Y. Press Start+Y, then put an empty bottle in Y, where elixir was. You now have two bottles; one full of Elixir, and one half-filled with Elixir. Set the full Elixir back to Y. Press Y+Start, then select the telescope on Y. You drink the Elixir, but keep a whole bottle. This can be repeated as many times as needed.

Alternate Background Music: Enter the Zelda as a name when you begin a new game for slightly different background music throughout. This is also the music you hear when you complete the game.

Understand Hyrulian Language: Complete the game and you can understand Hyrulian. When you talk to the gods such as Valoo and Jabun, you understand what they're saying.

Alternate Costumes and DX Camera: Complete the game and save at the end. Start another game with that saved game file. Ayril wears the skull shirt from the ending, Link wears his pyjamas and you have the pictograph that takes colour pictures.

Costumes: Complete the game three times on all three slots (you cannot copy one game three times). Restart the game in the second slot and you can choose the colour of Link's clothes.

SPLINTER CELL

Level Select:
Enter !LAMAUDITE! as a name.

Throw Further: When throwing a can or a bottle, hold L to throw it further.

■ **KEYPAD CODES**

Mission 1 - Police Station
Keypad 1: 091772
Keypad 2: 5929

Mission 4 - CIA HQ
Keypad 1: 7687
Keypad 2: 110598
Keypad 3: 2019
Keypad 4: 110700
Keypad 5: 0614 *(if Dougherty gets through the door before you can)*

Mission 5 - Kalinatek
Keypad 1: 97531
Keypad 2: 33575
Keypad 3: 1250

Mission 8 - Chinese Embassy, Part II
Keypad 1: 1436
Keypad 2: 9753
Keypad 3: 1456
Keypad 4: 1834
Keypad 5: 7921

Mission 9 - Presidential Palace
Keypad 1: 2126
Keypad 2: 70021
Keypad 3: 66768

LOOK OUT FOR **MORE CHEATS** NEXT ISSUE...

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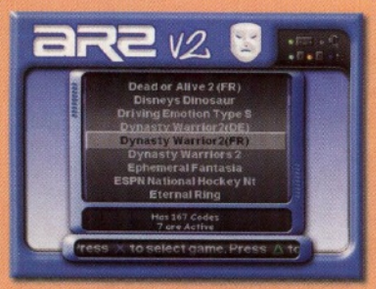
GAMING HEADACHE?

WE ARE HERE TO SOLVE THE HARSHEST GAMING HEADACHES BY BRINGING YOU THE LATEST CHEAT CODES FOR ACTION REPLAY, THE BEST-SELLING CHEAT CARTRIDGES FOR THE PS2, GAMECUBE AND GBA!

Action Replay is jam-packed with preloaded codes for all the latest and greatest games. It's also dead easy to update with brand-new codes, and that's where Gamebusters comes in.

So get typing in the cool game-enhancing codes on these pages, sit back, and start cheating to your heart's content. With the power of Action Replay, anything's possible



(THESE CODES ARE EXCLUSIVE TO ALL VERSIONS OF ACTION REPLAY FOR THE PS2 & GAMECUBE – THEY WILL NOT WORK WITH ANY OTHER CHEAT PRODUCT.)

GAME BUSTERS

FOR PLAYSTATION2

THE NATION'S NUMBER ONE CHEATS

Let's be honest. Every gamer wants to cheat now and then. Whether it's a short-term health boost to get you around that awkward end-of-level baddie or a code to unlock everything, obtaining those vehicles, levels or characters you just don't have time to unlock in the usual way. That's where Action Replay comes in. Datel has been designing and manufacturing game enhancers for 20 years, covering every gaming system from the Commodore 64 back in the Eighties to the modern-day behemoths of the PlayStation2, GameCube and Game Boy Advance.

But Action Replay's about far more than cheating. You can have a laugh with it too. Check out the Silent Hill 3 and NBA Street Vol 2 codes offered on the right – a giant Heather? Big-headed basketball players? Totally useless, but very funny! And with Action Replay, you can even make games harder. Having an easy time of it in your favourite soccer sim? Make your opponents faster or your own team slower. Flying through enemy flak with 90% of your health intact? Make their bombs a little harsher. It's amazing what you can do. Best of all, the PS2's Action Replay also opens up the machine's DVD player, so you can play DVD movies from any region. Better still, the Cube's version blows import gaming wide open, allowing you to play any region of GameCube game on your UK Cube.

YOU CAN GET AN ACTION REPLAY FOR THE GAMECUBE FOR JUST £24.99. THE PS2 AND GBA VERSIONS COST A MERE £19.99.

ALL THREE ACTION REPLAYS ARE AVAILABLE FROM TOYS R US...

SILENT HILL 3

(M)
0E3C7DF2 1853E59E
EE8C2B6A BCBB67C2

Infinite Health
DEBA7362 FE719B83
DEBA736A FE719B83

One-Hit kill
DE9C0312 68299C27
DE9C031E 68299C1F

Always First Save
DE855A9A E0AD9B84

Low Total Time
DE85E4E2 00299B83

Infinite Ammo/ Items Usage
DE881B06 BCA99B83

Max Ammo/Item After One Use
DE881B06 E0AB9E6A

Infinite Ammo/ No Reload
DE80FEFE
BCA99B83

Never Exhausted/ Beam Power
DE8588FE BCA99B83
DE85729E BCA99B83
DE858ACE BCA99B83

All Maps Available
DE91D8BE E0AC9B84
DE91D866 E0AB9B84

NOTE:THAT CODE WILL CRASH THE GAME IF YOU TRY TO ACCESS THE MAP IN AN AREA WITHOUT A MAP

Play in Japanese Select English as language
DEA1E31A
BCE6AEE3

Display Life/ Fatigue Gauge
F1CF4612 BCA99B84

Unlock Extra options/Bullet X
F1CF459A BCA99B88

HAVE ACTION MODES AVAILABLE

Extreme 1
C1CF459E BCA99B8D

Extreme 2
C1CF459E BCA99B9D

Extreme 3
C1CF459E BCA99BBD

Extreme 4
C1CF459E BCA99BFD

Extreme 5
C1CF459E BCA99B7D

Extreme 6
C1CF459E BCA99C7D

Extreme 7
C1CF459E BCA99E7D

Extreme 8
C1CF459E BCA9A27D

Extreme 9
C1CF459E BCA9AA7D

Extreme X
C1CF459E BCA9BA7D

All Weapons
D134A25E BBA89A81

Ether Beam
C1CF46B0 BCA99B84

Ether Beam Lvl2
C1CF46B0 BCA99B85

All items/Shirts
D134A25A BBA89A82
D134A266 BBA89A82
D134A262 BBA89A82

NOTE: YOU MUST HAVE AT LEAST ONE OF THE ITEMS OR THE ALL ITEMS CODE ON

Handgun Bullets
C134A202 BCA9C292

Shotgun Shells
C134A20C BCA9C292

Submachine Gun Bullets
C134A20E BCA9C292

Health Drinks
C134A208 BCA9C292

First Aid Kit
C134A20A BCA9C292

Ampoules
C134A214 BCA9C292

L3 for Quick Characters/Fmvs R3 To disable
0EA99A3A BCA99B87
DE854A5A C4AC9A53
0EA99A3A BCA99B8B
DE854A5A BF899B8B
DE8FFFBE F8AAD843
DE8FFFBA 002A9B83
DE8FFF46 BF899B8B

PRESS L2+RIGHT TO GROW.

L2+LEFT TO SHRINK.

L1+R1+L2+R2 FOR NORMAL SIZE

DE8FF8FA F8AA9BB8
DE8FF886 48CAF747
DE8FF882 F8AC9B93
DE8FF88E 480C9A7F
DE8FF88A F0B01BA3
DE8FF896 D0D09B85
DE8FF8A6 E0B0DBA3
DE8FF8A2 D0D09B85
DE8FF8B2 F8AA9BC8
DE8FF8BE 68CC1C67
DE8FF8BA 68CC1C6B
DE8FF846 68CC1C6F
DE8FF84E F8AA9B93
DE8FF84A 68CC9A7F
DE8FF856 BF899B8B
DE8FF8AA E00C0B83
DE8FF89E E00C1B83
DE8BF78A C4AC9A03
0E8FFFFC BCA99B83
CE8FFFFC BCA9DA03
0EA99A3A BCA99B73
DE8FFFF2 FB299B83

2D Heather
DE8FFFFE F8AA9BC8
DE8FFFFA F8B8D703
DE8FFF8E 68D81C6F
DE8FFF8A BF899B8B
DE8BF78A C4AC9A43

Very Tiny Heather
DE8FFFFE F8AA9BC8
DE8FFFFA F8B8DA83
DE8FFF86 68D81C67
DE8FFF82 68D81C6B
DE8FFF8E 68D81C6F
DE8FFF8A BF899B8B
DE8BF78A C4AC9A43

Tiny Heather
DE8FFFFE F8AA9BC8
DE8FFFFA F8B8DAC3
DE8FFF86 68D81C67
DE8FFF82 68D81C6B
DE8FFF8E 68D81C6F
DE8FFF8A BF899B8B
DE8BF78A C4AC9A43

Big Heather
DE8FFFFE F8AA9BC8
DE8FFFFA F8B8DA43
DE8FFF86 68D81C67
DE8FFF82 68D81C6B
DE8FFF8E 68D81C6F
DE8FFF8A BF899B8B
DE8BF78A C4AC9A43

Giant Heather
DE8FFFFE F8AA9BC8
DE8FFFFA F8B8DB83
DE8FFF86 68D81C67
DE8FFF82 68D81C6B
DE8FFF8E 68D81C6F
DE8FFF8A BF899B8B
DE8BF78A C4AC9A43

RESULTS STATISTIC

Item Number
C1CF465E BCA9C292

Enemy Defeated by shooting Max
C1CF4658 BCA9C292

Enemy Defeated by Fighting Max
C1CF465A BCA9C292

Enemy Defeated by shooting 0
C1CF4658 BCA99B83

Enemy Defeated by Fighting 0
C1CF465A BCA99B83

Save and continues
C1CF4652 BCA99B83

Clear Time
D1CF4662 BCA99B83

Total Damage
D1CF4676 04A99B83

Split worm kill time
D1CF4672 BCA99B83

Missionary Kill time
D1CF467E BCA99B83

Leoanard kill time
D1CF467A BCA99B83

Memory of Alessa kill time
D1CF4606 BCA99B83

The god Kill time
D1CF4602 BCA99B83

Clear number
F1CF464E BCA99BE6

ENTER THE MATRIX

(M)
0E3C7DF2 1853E59E
EEA251E2 BCE54072

Infinite Health
DE8C7C62 BCA99B83

Infinite Focus
DE94EB96 BCA99B83

Infinite Ammo
DE967136 BCA99B83

All Available Weapons
DEA2972E BCA99B83

Everbody Takes No Damage
DE8BF52E BCA99B83

One Hit Kills
DE8FFF7E F8AA9BCE
DE8FFF7A 48CAB437
DE8FFF02 D0EA9B85
DE8FFF0E 68E99ED7
DE8FFF0A A0E99ED7
DE8FFF12 C4AD5DF0
DE8BF52E C4AC9A63

Enemies Can't See You
DE8BB672 BCA99B83

Disable AI
DE97E8BE BF899B8B
DE97E8BA BCA99B83

USE ONLY ONE SPEED CODE

Hyper Focus
DE892D8E BCA99B83
DE892D52 BCA99B83

Hypermode x2
DE8FFFFE E28DAB7B
DE8FFFFA F8AADB83
DE8FFF86 682AA4AF
DE8FFF82 C4AE0F8E
DE892EA6 C4AC9A43

Hypermode x4
DE8FFFFE E28DAB7B
DE8FFFFA F8AADB03
DE8FFF86 682AA4AF
DE8FFF82 C4AE0F8E
DE892EA6 C4AC9A43

Hypermode x16
DE8FFFFE E28DAB7B
DE8FFFFA F8AADC83
DE8FFF86 682AA4AF
DE8FFF82 C4AE0F8E
DE892EA6 C4AC9A43

Slow Motion
DE8FFFFE E28DAB7B
DE8FFFFA F8AAD903
DE8FFF86 682AA4AF
DE8FFF82 C4AE0F8E
DE892EA6 C4AC9A43

MAKE A SAVE IN 'HACKING' TO UNLOCK LEVELS

All Cheat Codes Active
DE46A0FA BCA99A82

Unlock Bonus Test Level
DE46A0FA BCA9BB83

Unlock Multiplayer Fighting
DE46A0FA BCA99D03

Unlock Test Level/MP
Fighting
DE46A0FA BCA9BD03

USE ONLY ONE FIRING SPEED CODE

Everybody Has Rapid Fire
DE9672CE BCA99B83

Only P1 Has Rapid Fire
DE8FFFBE F8AA9BCD
DE8FFFBA 48CAA88F
DE8FFF4E D0DA9B85
DE8FFF56 E0AB9B84
DE8FFF5E CCAB9B85
DE8FFF5A F8B09BCE
DE8FFF66 C4B3BCB8
DE8FFF6E C4B3BE94
DE9672CE C4AC9A53

Enemies Can't Shoot
DE8FFFBE F8AA9BCD
DE8FFFBA 48CAA88F
DE8FFF4E D0DA9B89
DE8FFF5E CCAB9B85
DE8FFF5A F8B09BCE
DE8FFF66 C4B3BCB8
DE8FFF6E C4B3BE94
DE9672CE C4AC9A53

Enemies Can't Shoot/Rapid Fire
DE8FFFBE F8AA9BCD
DE8FFFBA 48CAA88F
DE8FFF4E D0DA9B89
DE8FFF56 E0AB9B84
DE8FFF5E CCAB9B85
DE8FFF5A F8B09BCE
DE8FFF66 C4B3BCB8
DE8FFF6E C4B3BE94
DE9672CE C4AC9A53

SILENT HILL 2 DIRECTOR'S CUT

(M)
0E3C7DF2 1853E59E
EE933C3A BCD45D4A

Press R3+Up for Quicker game
01FA20F8 BCA99A6E
DE803002 F8ABDBA3

Press R3+Down For Hypermode
01FA20F8 BCA99A3E
DE803002 F8ABDA81

Press R3+ Right Slow motion
01FA20F8 BCA99A5E
DE803002 F8ABDC83

Press R3+Left
Normal Speed
01FA20F8 BCA99AFE
DE803002 F8ABDB03

One Hit Stunt enmy
DE8AAE0E F8AB1A83

One Hit Kill
DE8AAE46 BCA99B83
DE8AAE6A BCA99B83

Infinite Health
DE83F792 80EA9CEB
DE83F79A A0EA9CE7

Always First Save
DE9BDC96 E0AB9B83

Low Total Time
DE968E16
00299B83

USE ONLY ONE AMMO/ ITEM CODE

Max Ammo/ Item After One
Shot/Use
DE838626 E0AB9E6A

Infinite Ammo/ Item Usage
DE838626 BCA99B83

All Items
DE810716 BCA99B83

PRESS L3+UP KING KONG MODE. L3+DOWN TO STOP

You won't be able to fight
01FA20F8 BCA99A70
DE8EEE0E F8ACDAB3
01FA20F8 BCA99A40
DE8EEE0E F8ACDA03

Winners Don't Use Drugs
CE8EEA76 BCA9DBB3

(M) code means 'must be on' for the codes to work

TOM CLANCY'S SPLINTER CELL

WARNING:
THESE CODES REQUIRE AN ACTION REPLAY PRE-LOADED WITH MEDAL OF HONOR: FRONTLINE CHEATS (2.2X UPGRADE). VISIT WWW.CODEJUNKIES.COM IF YOU NEED AN UPGRADE

(M)
0E3C7DF2 1853E59E
7E8C6405 BCBB3507
CAFA71AA BCA99B83

Infinite Health
DE8FFFCE E0AA9B4B
DE8FFFCA 6AEA9E17
DE8FFFD6 C4B5421D
DEAC58B2 C4AC9A77

CHECK INVENTORY MENU FOR:

Full Ammo (99)
DEA878AE C8AC9A47
DE8FFF8E E0AF9BE6
DE8FFF8A 6A4F9FF3
DE8FFF96 BF899B8B

Full Ammo (9999)
DEA878AE C8AC9A47
DE8FFF8E E0AFC292
DE8FFF8A 6A4F9FF3
DE8FFF96 BF899B8B

THIS CODE WON'T WORK ON LAST LEVEL'S ENTRANCE ALARM

Zero Alarms
DE8FFFBE F8AC9BD0
DE8FFFBA 480C4D57
DE8FFF42 480C9BEF
DE8FFF66 4AEC9BF3
DE8FFF5A BF899B8B
DEAC592A C8AC9A53
DE8FFF4A 6809A147

PRESS L1+L2+R1+R2 ON LEVEL SELECT (WORKS ONLY ON FIRST BOOT)

All Missions UK/DE
0EB4C778 BCA98B82
F1F874B2 BCA99BAE

All Missions FR
0EB4C778 BCA98B82
F1F45672 BCA99BAE

L3+L2 Disable AI

L3+L1 Enable AI
0EB4C778 BCA99980
DEAE826A BCA99B83
0EB4C778 BCA99680
DEAE826A C8B5B8AB

Guards Don't Attack/Defend
DEAE8126 C8B5AC8F
DEAE8006 C8B5AC8F
DEAE8136 C8B5AC8F

Guards Never Use Grenades
DEAE805A C8B5AC8F

Guards Never Use Mines
DEAE806A C8B5AC8F

YOU MUST DISABLE THE CODE BEFORE A MEMORY CARD SAVE THIS CODE IS REQUIRED!

Speed Mode Enabler
DE8FFFFA BC2CB3A4
DE8FFF86 BF899B8B
DE875D9A C8AC9A43

L1+L2+Circle-Hypermode X4
0EB4C778 BCA97582
DE8FFFFE E00C9C83

L1+L2+R2-Hypermode X2
0EB4C778 BCA99382
DE8FFFFE E00C9B03

L1+L2+R1-Hypermode
0EB4C778 BCA98D82
DE8FFFFE E00C9BC3

L1+L2+X-Normal Speed
0EB4C778 BCA95582
DE8FFFFE E00C9B83

L1+L2+Square-Slow Motion
0EB4C778 BCA91582
DE8FFFFE E00C9A43

LOAD TRAINING MISSION FOR:

Police Station 1.0
DEBBFF2E BCEE36BF

Police Station 1.1
DEBBFF2E BCEE36C5

Police Station 1.2
DEBBFF2E BCEE36CC

Police Station 1.3
DEBBFF2E BCEE36D3

Police Station 1.4
DEBBFF2E BCEE36DA

Defense Min. 1.0
DEBBFF2E BCEE36E1

Defense Min. 1.1
DEBBFF2E BCEE36E8

Defense Min. 1.2
DEBBFF2E BCEE36EF

Oil Refinery 1.0
DEBBFF2E BCEE36F5

Oil Refinery 1.1
DEBBFF2E BCEE36FB

Oil Refinery 1.2
DEBBFF2E BCEE3602

CIA HQ 1.0
DEBBFF2E BCEE3609

CIA HQ 1.1
DEBBFF2E BCEE3610

CIA HQ 1.2
DEBBFF2E BCEE3617

CIA HQ 1.3
DEBBFF2E BCEE361E

Kalinatek 1.0
DEBBFF2E BCEE3625

Kalinatek 1.1
DEBBFF2E BCEE362C

Kalinatek 1.2
DEBBFF2E BCEE3633

Kalinatek 1.3
DEBBFF2E BCEE363A

Kalinatek 1.4
DEBBFF2E BCEE3641

Kalinatek 1.5
DEBBFF2E BCEE3648

Nuclear Power Plant 1.0
DEBBFF2E BCEE364F

Nuclear Power Plant 1.1
DEBBFF2E BCEE3656

Nuclear Power Plant 1.2
DEBBFF2E BCEE365D

Nuclear Power Plant 1.3
DEBBFF2E BCEE3663

Chinese Embassy 1.0
DEBBFF2E BCEE3669

Chinese Embassy 1.1
DEBBFF2E BCEE3670

Chinese Embassy 1.2
DEBBFF2E BCEE3677

Chinese Embassy 1.3
DEBBFF2E BCEE367E

Abattoir 1.0
DEBBFF2E BCEE3785

Abattoir 1.1
DEBBFF2E BCEE378C

Abattoir 1.2
DEBBFF2E BCEE3793

Chinese Embassy 1.4
DEBBFF2E BCEE3799

Chinese Embassy 1.5
DEBBFF2E BCEE379F

Chinese Embassy 1.6
DEBBFF2E BCEE37A5

Chinese Embassy 1.7
DEBBFF2E BCEE37AC

Presidential Palace 1.0
DEBBFF2E BCEE37B3

Presidential Palace 1.1
DEBBFF2E BCEE37BA

Presidential Palace 1.2
DEBBFF2E BCEE37C1

Presidential Palace 1.3
DEBBFF2E BCEE37C8

THE CRAZY WORLD OF ARV2

THE ACTION REPLAY IS GOOD FOR MORE THAN CHEATING. CHECK OUT THESE CODES FOR SOME HILARIOUS RESULTS...

The comedy value of big heads never seems to dissipate, especially when the head-wearers happen to be running around a basketball court sporting big cheesy grins. So with that in mind, we were delighted to see the Datel code-cracking boffins have come up with some gorgeous big head codes for *NBA Street Vol 2*, along with a number of other size modifiers to make things a bit more interesting on court. You fancy playing with giant characters? There are codes for you. If you check out the full *NBA Street Vol 2* codes on these very pages, you'll find plenty more too.

Not content with distorting basketball players, those cheeky code chaps have done the business with *Silent Hill 3* as well. If you've ever felt that Heather looks just a little bit too small and girly when facing off against the big monsters, we have just the code for you. Get the Giant Heather code into your Action Replay V2 and watch as she towers over those puny foes.

SILENT HILL 3

(M)
0E3C7DF2 1853E59E
EE8C2B6A BCBB67C2

Giant Heather
DE8FFFFE F8AA9BC8
DE8FFFFA F8B8DB83
DE8FFF86 68D81C67
DE8FFF82 68D81C6B
DE8FFF8E 68D81C6F
DE8FFF8A BF899B8B
DE8BF78A C4AC9A43

NBA STREET VOL2

(M)
0E3C7DF2 1853E59E
EEA447AA BCE352BA

Giant Head
DEADA1CA F8AADBC3
DEADA1C2 BCA99B83
DEADA09E F8AADA43

Big Players
DEADA10E E0AC9B84
DEADA11E F8AADA43

Giant Players
DEADA10E E0AC9B84
DEADA11E F8AADB83

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GAME BUSTERS

FOR GAMECUBE

LEGEND OF ZELDA: THE WIND WAKER

(M)
Z50W-FZRF-T1B95
M5RG-R3UK-4C251

Maximum Health
1166-BC68-N36FK
CDH3-GKF1-B8F6Y

Infinite Health
YG9H-1435-YE6RY
R0N6-65AP-8KRHR

Never Drown
JCQ9-135G-DDN3Z
CM68-JYCP-B5HME

Infinite Rupees
32GE-RHWV-B9PXM
PQYD-2Y5P-ZTZ8M

Can Carry 5000 Rupees
PEN5-WNJN-89TMA
CJYK-HQ03-YVP47

Massive Link
9662-65U2-97WMP
KKFN-85HK-D0J5J
DPUR-NC4A-WZ9Y7
T0U5-AGMM-DTUXV

Tiny Link
XVZ8-JYQB-PZPBE
Y37K-M7F5-HTV2P
4ANR-EKYG-09VYG
027M-KM3X-N7CXN

Supersprint Link (Hold R)
RAN8-T1TX-VPGTX
1HUA-EQ5F-TJ9EU
11UF-DAKT-AC0XM

Moon Jump (Hold DPad Up)
H128-F3U3-RPXKC
93KQ-64U8-9PW2Z
KZ21-VH3J-QY087

DON'T USE ANY OF THE FOLLOWING CODES UNTIL AFTER MEETING THE DRAGON BOAT

Maximum Magic
245R-VYH4-6MW7G
JZUM-CJ7V-CKW9W

Infinite Magic
YMUU-KH60-8F36C
BGWH-AAK6-PJ7T7

All Melodies
9KB6-T7A0-V3TF2
DC62-Y4MJ-GEA9U

Have Master Sword
777H-KC1G-D3D0Y
EHVX-DE7K-WAP38
XD3C-7QP9-5UU9W

Have Mirror Shield
MJEJ-2J83-1E2J0
1G0P-T730-GN33D
VU9V-MPAE-AQRNV

Have Power Bracelets
305M-1Q0B-HQP57
C2QV-WR4G-UQ9FN
9JB7-T0W0-UKWP9

Have Telescope
XFHF-ZWAW-PKRRT
99FA-2AQR-ZWETE

Have Sail
TTW7-1UNM-5RX2Q
RXR1-7420-KN7C1

Have Wind Waker
RNN8-5UVH-HZ8WU
8KU6-RBCX-NKDK0

Have Grappling Hook
9URM-HHTX-8KWKF
F1PQ-4UG6-D2C5D

Have Boomerang
JAYY-YJTX-NR1G0
6UQG-8TW9-HR8V3

Have Deku Leaf
1E59-FN4J-05NN3
8QVY-Y64U-P57GH

Have Tingle Tuner
WMPU-EFE2-Z56MP
218C-4EAJ-8WJJK

Have Deluxe Picto Box
GPXA-GWUC-9NHZK
MHRY-4T8B-H8T9C

Have Iron Boots
P4DA-3DNN-8EVWG
4TUY-UEMU-HJT7Y

Have Magic Armour
Y15R-CK3X-UF8KK
N8ZW-EUYG-JA2E4

Have Bow And All Arrows
6JJQ-CD0A-AJ2ZB
BVH5-3JYK-HRJRX

Infinite Arrows
HYGQ-KHCH-3780Q
RRAD-7XHT-Z1T6J

Have Bombs
G18B-8W0J-0GN7N
0G84-QHT8-RPAXH

Infinite Bombs
31P2-R9UT-F499X
XCET-4087-A3ZR3

Have Hookshot
DZ06-3D9Y-V9NMV
VQK7-AYME-P004P

Have Skull Hammer
AZX0-3FNR-TZD1M
7DVM-7M8F-NDV8D

Have Bottle 1
D1X5-K5H5-VUJK7
C9QY-CNMX-MD1AB

Have Bottle 2
UCGU-MY40-QK4K2
C4CM-W6YG-9P9FV

Have Bottle 2 With Fairy
HAMD-E2KA-3DPTU
6MWG-BR1Y-HHJQ9

Have Bottle 3
AEGF-FQTT-B0B3Y
C2MH-PMMT-Y1APE

Have Bottle 3 With Blue Potion
T8TU-X9EB-AJU07
7UT3-B1YU-W8TMZ

Have Bottle 4
Q1QQ-6BJR-KVBWZ
1D5A-Z2E9-BWZZK

Have Spoils Bag
V4KQ-3FYJ-WUHY0
KRJX-RG67-3UQ4N

Have Bait Bag
HRK9-T12N-WAKFB
XWH0-NTZW-CPD40

Have Delivery Bag
M5MP-JKF4-NE6KX
QMRB-153C-MDWFV

Infinite All-Purpose Bait
QT97-ZTUT-QBUQV
898C-JVM9-QE0VT
EPVK-UPY0-AG5WD

Infinite Hyoi Pear Bait
ANX3-A3QE-BZH4K
XVYR-XMEE-E9BFM
FGUT-BQ89-EGWCV

Have Red Chu Jelly
3622-4HJB-EFUH5
RQ9B-6W4N-TTV99

Have Green Chu Jelly
2QZU-ZWC6-W9NA4
22R4-3X4G-MC6CW

Have Blue Chu Jelly
DEHY-F2BA-2KKJW
2391-1BRD-ZXJQJ

DON'T USE THIS CODE UNTIL DRAGON ROOST ISLAND

Have All Pearls
W3PZ-NV33-FKQVN
88PJ-P02M-3PQVA

Have Completed Triforce
9J67-FJ0C-3PUBC
NNQ0-PBJX-Y3560

Night Mode
PVKY-NA7T-DWDRF
NCBF-UK31-8R4U6
Z77T-048C-3FJ3J
E32G-P4NH-TUWXD
JCGM-VY86-3N75J

Glow in the Dark Link
V31K-WWDW-PAHZA
JQ5A-NVZF-0X9Y5

TEST ROOMS. HOLD THE COMBO WHEN GOING THROUGH DOORS, OR WARPING

Test Room 1 (Hold L+Z)
J7CC-3P4Q-YUGBH
MZ6Q-FUUY-Z1X75
GKGV-K0CU-QKZTQ
8KYY-GEAH-QC1EC
FRKR-YJCE-P0H1H
E9FZ-A3QA-YCERP

Test Room 2 (Hold L+Y)
2YWM-J54J-3DUU5
VFCK-Z16N-CQ7JK
GKGV-K0CU-QKZTQ
8KYY-GEAH-QC1EC
EQCF-KH4A-CDB8Q
E9FZ-A3QA-YCERP

Test Room 3 (Hold L+X)
55FK-W1U1-B0B0P
DRFK-W3DR-GEZAW
GKGV-K0CU-QKZTQ
R63C-FZTN-F4B5P
QRJM-H4Y6-CHFTX
E9FZ-A3QA-YCERP

Test Room 4 (Hold L+A)
G6EU-2FFJ-UWWFU
7F2P-Y8NT-WQER5
GKGV-K0CU-QKZTQ
R63C-FZTN-F4B5P
T5Z6-PTX7-BG2MX
E9FZ-A3QA-YCERP

Test Room 5 (Hold L+B)
NXZU-QHYX-KRPX2
F42A-F30B-13P4H
GKGV-K0CU-QKZTQ
R63C-FZTN-F4B5P
5BCR-EY02-GP8TE
E9FZ-A3QA-YCERP

Test Room 6 (Hold L+D Pad Up)
9B4V-76PR-1U1NR
WB3D-0PQU-F0C7R
GKGV-K0CU-QKZTQ
R63C-FZTN-F4B5P
Z4GH-Q5F4-1M4HF
E9FZ-A3QA-YCERP

Test Room 7 (Hold L+DPad Down)
8WNZ-9MX3-RFGXE
TNP5-0Z00-G0VN9
GKGV-K0CU-QKZTQ
R63C-FZTN-F4B5P
9R31-Q80Y-JDFD0
E9FZ-A3QA-YCERP

Test Room 8 (Hold L+DPad Left)
YYNF-MH82-5UK38
XYUH-9H2X-0N4RA
GKGV-K0CU-QKZTQ
R63C-FZTN-F4B5P
R8UG-EKEG-NY8W9
E9FZ-A3QA-YCERP

Test Room 9 (Hold L+DPad Right)
4GJ8-UY2B-A759W
Z82P-UGUN-TN1RZ
GKGV-K0CU-QKZTQ
R63C-FZTN-F4B5P
RWU6-K29B-YBBK3
E9FZ-A3QA-YCERP

Test Room 10 (Hold L+R+Z)
UE5Y-BHWQ-1UUWY
D00C-
EA6E-NNMAE
GKGV-K0CU-QKZTQ
R63C-FZTN-F4B5P
7BP7-9URB-A1RCN
E9FZ-A3QA-YCERP

Test Room 11 (Hold L+R+Y)
40RW-PVBH-MUF0T
83YE-00EN-RJ62K
GKGV-K0CU-QKZTQ
R63C-FZTN-F4B5P
V8N8-NEX3-FVZFA
E9FZ-A3QA-YCERP

Test Room 12 (Hold L+R+X)
3EZ6-P8MG-UD799
R0TM-Q0FV-2CXK7
GKGV-K0CU-QKZTQ
R63C-FZTN-F4B5P
QVH4-9X8T-4358B
E9FZ-A3QA-YCERP

Test Room 13 (Hold L+R+A)
AYZM-YYWN-JRAM7
XR21-3ZW5-ZZZ2M
GKGV-K0CU-QKZTQ
R63C-FZTN-F4B5P
YQF8-UZVG-ACAHR
E9FZ-A3QA-YCERP

Test Room 14 (Hold L+R+B)
MAA5-G6JR-B4T66
R0RT-PY67-Y4JT2
GKGV-K0CU-QKZTQ
R63C-FZTN-F4B5P
1ANH-UAMH-EWQZX
E9FZ-A3QA-YCERP

ENTER THE MATRIX

[M]
1N46-YJDG-BA1VN
7ADQ-5AMC-Y70GY

Infinite health
YHN3-19NY-K4XM7
5QT7-PEK8-WXQVT

Infinite ammo
Z8WT-69GY-Z5JV6
RWQD-98M8-W049J

Infinite focus
51QP-76YE-999HM
TUU2-RRBN-T73HM

Turn on invisibility mode
ZM98-0PXU-3JB8H
9ZGQ-4CUE-K69WB

Press focus button for hypermode
ERF9-QPD2-TA929
EZ9W-XZHM-N6UXR

USE WITH HEALTH CODE AND DO NOT USE IN FOCUS MODE

Shoot for rapid fire
5273-KGEW-U96EA
4D90-7UYR-5NR5N
02A3-TMZZ-725HX
WHJ3-XMYY-C1UU5
202Z-HVVE-91ME9

ONLY USE ONE OF THE FOLLOWING

Have all in-built cheats enabled
3NB2-7KNJ-CUXJ2
MADQ-N8J2-ZJV73

Have all weapons on level
8W6D-ZDTG-Q08QV
MHGZ-ARDM-2BHRG

Have test level unlocked
AVDE-MXTE-0EAE0
8QHY-1WEB-D63E7

SAVE GAME IN THE HACKING MENU TO ENABLE

Enable multiplayer fighting levels
AQ8N-FH68-ZN8WT
TVNA-NX0A-
E9RTZ

Have test & multiplayer fighting levels
NXHJ-T4ZG-
JH6C7
0HU5-VUG8-
QGEFX

THE SIMS

[M]
TWTZ-0PKV-4KD43
8FAX-QC2V-A0YG2

Unlock Play The Sims
G3XM-MWP1-
ZHA29
0N1G-YTY1-
VQ538

Unlock Party

Motel
AQRT-4V9N-Z9QP1
0N1G-YTY1-VQ538

All Objects Are Free
3ACW-6RMF-EUDP4
2X0G-5XCB-673PU

Big Heads
JB98-WB0E-BWARU
AT90-W9AZ-4WA26

Stretched Neck Mode
Y979-9WRP-RZ8X7
AT90-W9AZ-4WA26
Z20E-NNZN-DVWYE
6U7J-1TQ3-GRAWX
GU1K-KC3N-F5RDN

Unlock Items
X99Z-DPY1-663VC
GYP8-9X45-AN4R0

Show Debug
67EY-UPG0-3PAVM
FRN9-JJEN-Q1C9C

Never Hungry
08Q2-T9XK-1UM36
GH0H-RYWT-BJFJY

Always Social
WX63-U1QK-WV34Q
HD5V-XQAJ-6TYDK
FN0X-VM78-FWA0A

Always Comfortable
Z4Q9-KR0H-XZ8XB
0DRQ-FQV6-0AM0N

TIMESPLITTERS 2

[M]
WUP4-8R57-7CHWV
DA6Z-MKHK-31V6D

All story levels unlocked
MQER-2PN9-EVH0E
URDU-6PDA-0B327
3RVT-Z3CC-5AM7D
KHJU-4BFA-8V9KY

Infinite ammo/no reloads
38JF-YYK7-VGUWF
2ZD5-13NG-XA959
13ZU-JV7F-NFWUU

R and A to freeze timer
NV4Q-RCNY-AWWK3
8VZ1-Z3QX-D4EYZ

24BG-HF65-QT9H2

R and B to restart timer
1ATJ-KRUF-09W02
P52T-AWHM-HH8H8
93Z5-A64C-XPMZM

Easy points in certain challenges
H5VF-68N0-E83DB
HGWX-QY1M-XJUK2

Infinite health
TMDZ-Z1BN-9WE76
JNGD-T1Y6-HBUH4
EYAE-D6RG-UA2RA
FKAE-BW5F-BYHPM
J3HU-8GJ6-92WDQ

Infinite health - arcade mode
A08P-P2K2-H7G63
M2R8-H9MK-43Y9Q
0RH1-1CZW-35GW0
HDNU-YN4V-RJ4NP

Stop 'suit power' countdown
ZCRZ-4475-VJA4R
18N9-06A3-ZF7ZF

Never lose 'Stealth points'
VTGY-MWZ9-A31M8
Y9ZK-EGXU-FJ5NR

BURNOUT 2

[M]
B916-7EWY-UGE3M
23X8-U3DK-WP68Q

Infinite boost
NPPC-EW8J-2KWT9
H9A5-5PBK-T13V2
8GXT-YBPR-NP2KD

Super acceleration
7YM9-03QJ-ARVF2
G681-QZAM-WYGFF
T1E5-F06B-27UZH
2EFX-CAVJ-A8HM1

Offensive driving complete
2YRQ-QKFH-VN0RP
K9ZJ-WC2P-VZA0H

Unlock pursuit mode
AW3G-ZXPN-UMDNC
CCYR-KCPT-NJ7P6

Unlock all cars/ races/cheats
B4DR-VF27-YB6NP
T5NM-WRTF-5GT7D

(M) code means 'must be on' for the codes to work

METROID PRIME

[M]
0TZA-TQMF-XY6MB
4GEF-YRJ6-9BCJC
B33T-BJ8E-DAKUM
VUYB-0ECB-P3CUH
E9FZ-A3QA-YCERP
UWAR-ZVWJ-9MQ3A
A1EN-R5CT-9AYTP
ECZQ-827T-WUCPE
E9FZ-A3QA-YCERP

This code must be on
DKZP-GETA-T5K3U
9MRY-J35Y-Q0YCM
3FUA-M5P6-PRC5N
BQGQ-V5QE-CU0M5
EM4H-V8VH-96DCY
HFYZ-ZKF9-HH8D7

Infinite health
11E8-Z4FM-47XR0
999D-Z5J1-Q08NW

Infinite missiles
KBAR-32F9-643VJ
X0QU-WCU2-X6GGR
EU7Z-X40A-WRB1H

Infinite Powerballs
FKB1-H3T6-5AARV
PFJA-9AZ3-66X48

Moonjump (Hold B)
XBQN-6QB0-1QPXT
NTBW-D22D-2YZB1
25DB-G0PG-F38FD

Crazy Controls
U8KE-UP0X-RGFCK
TTY7-0M36-PE50P

Play NES Metroid
VEQF-MUET-XBDTB
4ZCH-EY4C-H3F3V
2198-8G5Y-HF0ZQ
NP7J-M6RG-46P72
YXPZ-AMAU-VCFNH

PRESS L+X AT BONUS SCREEN

PRESS L+Y BEFORE QUITTING

ARM CANNON

Have Ice Beam
T2NR-44AR-P1GMR
2W3P-AP5C-6NQW9

Have Wave Beam
PMF5-
ZET1-39EB7
6TG9-KY0N-WQJVD

Have Plasma Beam
8W7B-M967-ABRJY
XV06-20B5-RFREN

Have Phazon Beam
QB54-7QEG-6Z6YM
V8QQ-KCG5-88E8E

MORPH BALL

Have Morph Ball
JDZU-3UX1-3N8QU
4FDR-DVY1-J3M30

Have Boost Ball
UB6T-2Y34-RPX6Q
HFRJ-7Z00-PNRCM

Have Spider Ball
6ABZ-PNCK-N8515
M9MQ-Q1HJ-3KT73

Have Morph Ball Bomb
KBJ1-C9Q2-NJYB3
09Q5-ER4B-0C385

Have Power Bomb
9XR7-TE3N-UVZ5C
3NMM-AE9A-GRXAE

SUITS

Have Varia Suit
3R89-0BEX-Q7VKW
UPR3-JR6M-V6FP4

Have Gravity Suit
A1UW-EKPF-R7JHD
9PFY-M20E-86MP1
0R3B-P9CC-7K5U1

Have Phazon Suit
JJ70-XFUE-2XY44
V8QQ-KCG5-88E8E

VISORS

Have Combat Visor
FH7K-HGJU-EZZ85
MEJA-1RRY-R11TD

Have Scan Visor
VUHY-1ZPQ-RJZ2H
NVFQ-XE1U-QB4XV

Have X-Ray Visor
ZPMT-3NJD-6KWU3
MAJG-PFB1-EPMGK

Have Thermal Visor
V8FJ-RQV1-4RKZT
U5DM-U2EB-DEAX5

SECONDARY ITEMS

Have Space Jump Boots
TFEU-6K44-8URVV
BFGE-0U8Q-NAJ2B
P3AB-BT89-JBH8Z

Have Grapple Beam
8KAE-BZKJ-9YRJ5
EK4M-AE5V-J5MAX

Have Missile Launcher
GJCD-NDW2-1UMY6
KCK6-JMHN-V3YXK

Have Charge Beam
2QGU-NK79-R6W1Y
X929-KAT2-1C34F

Have Beam Combo A
8QU8-
Q52B-
UKA0P
H06A-
RB2U-
XVJVW

Have Beam Combo B
5D45-KCXU-
7PB34
PA3H-FMPR-
WM3G6

Have Beam Combo C
KU71-8BAD-8EDXJ
MUHY-RMAH-ZTXGC

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Your Address: | | | | | | | | | | | | | | | |

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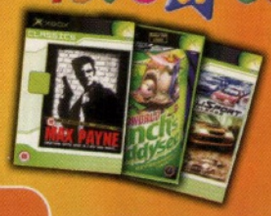

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Glasgow Parkhead At Parkhead Retail Park just West of Parkhead Forge Shopping Centre on Parkhead bypass (Biggar Street)
Glasgow Helen Street: On Helen Street off junction 24 of M8 by Asda near Ibrox Park
Edinburgh Newcraighall just off A1

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Teesside Teesside Retail Park

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Preston Blackpool Road
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Cardiff City Centre
Gloucester Bristol Road
Plymouth Western Approach, City Centre
Swansea City Centre
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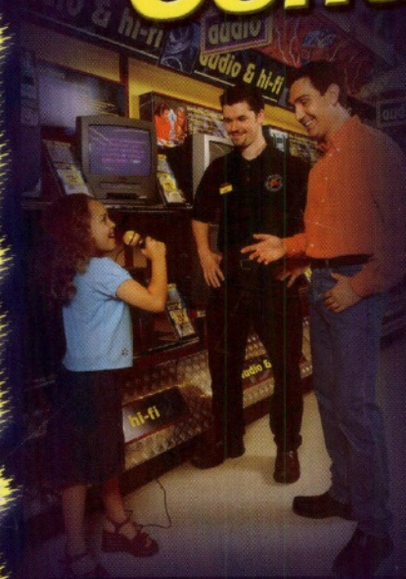

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